ISSN 1461-2550

ATARI COMPUTING

Issue 10 • July 1998

£3.50

THE CONTENTS ARE IN HERE: SOMEWHERE...

Veloce+

STe system upgrade from T.U.S. Developments

NEW

Bring your STe up-to-date with Veloce+ from T.U.S. Developments, processor upgrade to 68020 32 Bit at 16Mhz, additional 2 or 4Mb FastRAM and TDS 2.06 all on board. Load **NVDI** into 32 Bit FastRAM for lightning screen updates, along with the program disk to leave 4Mb STe Ram free for data.

Compatible with most high end STe software packages such as **CUBASE** v3 and Score, Notator Logic, Papyrus, Calamus, Timeworks and many many more. Please call or visit our website for further information. Available for DIY installation (soldering required) with full manuals or fitted by **THE UPGRADE SHOP.**

- ✓ 68020 Processor running at 16Mhz
- ✓ 0, 2 or 4Mb FastRAM
- ✓ TDS 2.06 on board
- ✓ FastRAM and TOS full 32 Bit zero wait state
- ✓ Switchable between existing 68000 and 68020 for maximum compatibility
- ✓ Compatible with IDEal Hard Drive Interface
- ✓ Fits inside a standard STe case

Veloce+	(0Mb FastRAM)	£ 99.00
Veloce+2	(2Mb FastRAM)	£149.00
Veloce+4	(4Mb FastRAM)	£189.00

IDEal

The IDEal hard drive system from T.U.S. Developments uses the latest 2.5" IDE hard drives found in computers such as the Falcon and PC Notebooks.

The entire hard drive fits inside the standard STe case and is extremely quiet in operation. All kits are complete with fitting instructions, cables and software.

IDEal Interface only	£ 59.00
IDEal Interface and 170Mb Drive	£109.00
IDEal Interface and 340Mb Drive	£139.00

Other sizes available - please call

T.U.S. Developments
01625 503448

http://www.tusdev.demon.co.uk
Email: dave@tusdev.demon.co.uk

- ✓ Fully Atari compatible design
- ✓ *New* 2 drive systems - please call
- ✓ Works alongside SCSI-based systems
- ✓ Complete with formatting/partitioning software
- ✓ Very quiet in operation

Veloce+ & IDEal Drives

Veloce+2 c/w IDEal 170	£249.00
Veloce+2 c/w IDEal 340	£279.00
Veloce+4 c/w IDEal 170	£289.00
Veloce+4 c/w IDEal 340	£319.00

Other options available

CHEETAH EXTERNAL HARD DRIVES

The Cheetah external hard drive from T U S Developments brings affordability and style to any Atari system

- Complete with Host Adaptor and cable
- Formatting and partitioning software included
- Small case dimensions
- Built in power supply and cooling fan
- Dual SCSI external connectors for daisy chaining extra devices
- ID selector

A fully featured system that can be used on more than Atari computers All systems are supplied pre-formatted and partitioned ready for immediate use

160Mb	£149 00
200Mb	£179 00
540Mb	£222 00

HI RESOLUTION 14" MONO MONITORS

Improve your clarity with T U S s 14 mono monitor for the Atari ST series High resolution screen ideal for Cubase Notator and many other programs All monitors include appropriate connecting leads and a tilt and swivel stand

Without sound	£94 00
With sound (stereo on Ste)	£109 00

ATARI MEMORY

STe/Mega STe	
1/2 meg	£10 00
2 meg	£25 00
4 meg	£49 00
STFM Marpet	
1/2 meg	£36 00
2 meg	£55 00
4 meg	£75 00

All kits are supplied with comprehensive fitting instructions, testing software and a free disk of useful PD/Shareware utilities

TOS 2.06

- Enhanced operating system from Atari
- Improved desktop
- Full keyboard control of windows
- Place programs on desktop for easy launching
- Assign function keys to launch programs
- Switchers give access to old TOS system for complete compatibility
- All kits supplied with full fitting instructions and TOS manual

STe Version 2 kit (TOS 1 62/2 06 supplied) Simple solderless installation	£47 99
STF/STFM fitted free	£54 99

HIGH DENSITY DRIVES

- Easy exchange of data with other platforms
- Your ST reads and writes high density (1 44Mb) discs
- Fully automatic switching controlled by type of disk placed in the drive
- Complete with software drivers and high density formatting software

High Density Module	£25 00
High Density Module and 2Mb disc drive	£49 00

Note. TOS 1 4 or above required for high density support

TOS 2.06 & HIGH DENSITY DRIVE PACKAGE

STe TOS 2 06 with HD Drive & Controller	£95 00
STFM TOS 2.06 with HD Drive & Controller	£101 00

MODEMS

Do you want to send emails browse the world wide web and join in the comms revolution with your Atari? Using one of our modems and suitable software you can do just that

T U S 33,600 Voice, Data, Fax Modem	£59 00
T U S 57,600 Voice, Data, Fax Modem	£74 00

BAET approved with CE markings complete with cables and software for Bulletin Board access

SERIAL PORT UPGRADE

Use a fast modem with any ST machine by installing a T U S 57 600 Baud serial port upgrade kit

DIY fitting with full instructions	£22 00
If supplied with any of above modems	£15 00

REPAIRS AND FITTING SERVICE

Fully trained engineers for a reliable repair All jobs quoted for individually (no fixed prices) 48 hour turnaround on most machines Long 4 months warranty as standard Courier collection and return available for **£14 00**

We can fit any of the advertised products to your machine for a one off fitting charge of **£15 00** This means that if you require an upgrade and a high density drive fitted then the charge is only **£15 00**

Please telephone for an appointment before bringing your machine or call if courier collection is required Please ensure all parcels collected are adequately packaged

Replacement internal drive kit

For any ST with internal drive High quality mechanism with stand offs for old ST's if required 1Mb or 2Mb drive supplied £29 99

Power Supplies

Repaired and supplied (call for availability)

✪ STe real time clock £22.99 ✪ Replacement Mouse £12.99

✪ STe/Falcon Stereo speakers with leads £19.99

The Upgrade Shop

37 Crossall Street, Macclesfield, Cheshire, SK11 6QF
Telephone 01625 503448
Monday - Friday 9:00AM - [illegible]:00PM Saturday 9:00AM - 12:30PM

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Large items and orders over £60 00 please add £7 00 courier charge
Courier Pickup for upgrades and repairs 7 00

All prices include VAT at 17.5% but exclude delivery (unless otherwise stated) please see panel above Orders can be placed by telephone quoting credit card details or by Mail Order please make cheques and postal orders payable to The Upgrade Shop
1 year warranty on all products (unless otherwise stated) 4 months on repairs Prices subject to change without notice. E&OE

ATARI COMPUTING

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Layout [illegible]

Contributors
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How to contact us

Please send letters, questions, [illegible] and general enquiries to: Atari Computing, Rob Bhar[illegible] [illegible] PA3 [illegible] SCOTLAND

Some useful contact points

Editorial editor@ataricomputing.com
Office admin@ataricomputing.com
Marketing advertising@ataricomputing.com
Letters letters@ataricomputing.com
Webmaster web@ataricomputing.com
UserGroups usergroups@ataricomputing.com
Website http://www.ataricomputing.com
Tel +44 (0)1206 852602 (answerphone)

We will do our best to help you through the pages of the magazine but cannot enter into personal correspondence.

It would be very helpful if editorial, subscription and general enquiries are sent on separate sheets of paper or separate ASCII format files on disk.

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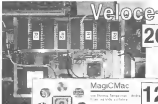

Veloce+ 26

MagiCMac

von Thomas Tempelmann, Andreas [illegible] und [illegible]

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ATARI
COMPUTING

Chromozone

This stunning image w[illegible] [illegible] the [illegible] painting technique [illegible] covered in depth in STeal[illegible] [illegible] 100% digital and make[illegible] the latest multi layer and [illegible] by Adobe Photoshop.

Théo BUZ
steam@hrnet.fr

Atari Arrows

In AC8 we forgot t[illegible] [illegible]! Frank Charlton [illegible] the cover image [illegible] so we're putting [illegible] right here. After a spell off line Frank [illegible] now back online [illegible]

Frank Charlton
frank@adlib.netkonect.co.uk

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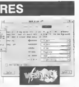

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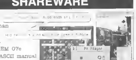

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Double Trouble?

Here we've reached double figures nearly two years after the UK news-stand magazines gave up on the Atari scene, not bad eh? To celebrate we splashed out on the glossy cover!

It's not all good news. Our subscription and advertising levels have both peaked and we've entered the twilight zone. As long as our contributors sit in front of their computers reviewing the latest software coming up with features to entertain and inspire us we're prepared to put in the mammoth effort needed to publish the next issue. Their enthusiasm is the motivation to keep going so thanks to each and every contributor for getting us this far. If you'd like to contribute something for publication please send it by email or on disk to the contact points in the masthead opposite and we'll get in touch.

Apple's recent comeback has proven the Wintel stranglehold is not irreversible. The Milan TOS based computer named after another bird of prey looks set to offer Atari enthusiasts a competitively priced alternative to a trip to PC World! Quite where the Milan fits into the upgrade pecking order remains to be seen. Is the Milan too little, too late or just enough, just in time? As soon as we can get our hands on a review machine we'll set about answering these questions by reporting in detail exactly what these machines are capable of.

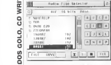
Finally, just in case you're wondering where the cover titles went, we left them off because we didn't want to spoil the stunning cover image; they'll be back next issue somewhere!

Joe Connor

News...

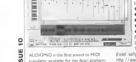
SOFTJEE

Audio File Selector



AFS is a desktop accessory which can be used with Cubase and other applications It s a file selector with a difference selecting an AIF/WAV/AVR file plays it D2D AFS will be integrated into future SOFTJEE projects

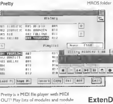
AUDIOMID



AUDIOMID is the first sound to MIDI translator available for the Atari platform you can load an audio file and translate it to a MIDI sequence The sequence can be displayed in key edit mode where it can be played or saved However don t expect it to convert your favourite tracks into beautiful scores! Here s a few features

- Convert 8 or 16 bit audio files in any frequency to MIDI file
- Read and play part or the entire audio file
- Play MIDI Files (Integral MIDI file player)
- Display MIDI file in key edit mode
- Simultaneous display of audio and MIDI file

Pretty



Pretty is a MIDI file player with MIDI OUT! Play lists of modules and module folders can be played Pretty includes a Record Module to record the MIDI file in audio and a Grid edit Module to display/change the MIDI file

Record Module
Record None aur
DCLOCK
Normal
Freq
48170

SOFTJEE software is available from

- France La Terre du Milieu
- Scandanavia Jesper Kock
- Germany Falke Verlag
- US Systems For Tomorrow
- UK Titan Designs

Contact SOFTJEE F 47200
LONGUEVILLE France
Tel/Fax + 33 (0)5 53 83 64 67
Email softjee@hol fr
http //www perso hol fr/
~softjee/

ExtraPorts 48

S1 C2 S3
EXTRAPORTS

Channel MIDI extender for the Atari ST which offers 3 MIDI OUT ports and 48 extra channels Just plug its 25 way D sub connector into the modem port of your Atari and for C Lab and E Magic users that s all there is to it. Steinberg Cubase or Cubase Score users must first enable the EXPORTDR driver which is in your MROS folder then reboot Also works with Notator Dr T and Mastertracks PRO Available for £69 99 from

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Professional Ltd Unit
2/17 Wembley Commercial
Center East Lane North
Wembley London UK
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http //www cimplesolutions
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ExtenDOS Gold

Anodyne Software have recently released this latest version of their popular CD ROM driver software which provides access to CD ROMs and audio CDs through most SCSI CD ROM drives ExtenDOS is compatible with Atari and most TOS compatible machines and with suitable hardware supports direct audioCD to disk recording ExtenDOS Gold offers the following new features

- Support for more CD data formats including lower/upper case filenames long filenames and the Joliet file system extension
- Compatibility with the CD Extra" mixed audio/data format
- Supports more CD ROM drives
- SCSI arbitration (if required by drive)
- Enhanced performance through improvements in cache handling
- Further compatibility improvements with MagiC 5
- Audio CD "quick-play" can play a track or entire disk directly from the desktop
- Improved controls for audio CD to disk recording
- CD recorder support (CD creation requires CD Writer)

ExtenDOS costs US$44 95 including manual with upgrades including manual priced at US$20 both plus US$5 for shipping outside Canada. To upgrade send in your ExtenDOS Pro master disk as proof of ownership

CD Writer

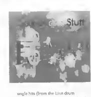
The brand new release can create audio CDs that can be played back on a standard audio CD player or your CD ROM drive The CD tracks are created from your own

audio files (one file = one track) CD Writer offers
- Modern interface
- 4x recording on 68030 and faster systems
- 2x recording even on 68000 systems
- Reliable writes time after time
- Easy installation no dongle or restrictive copy protection!
- Simulate-before-writing feature
- Supports AVR AIF and WAV file formats
- QuickCreate feature to automatically create a compilation from a folder of audio files and write it to CD
- Drag&Drop feature for re-ordering removing cutting and pasting file entries inside the compilation
- Printing of CD contents (track numbers song names times) for inclusion in the CD jewel case
- Up to 99 tracks and 74 minutes of audio can be written (the maximum an audio CD can hold)
- support for HP Philips Yamaha, and SCSI3/MMC compliant CD recorders
- Supports TOS 1 04 and above MagiC MiNT and Geneva

To create audio CDs you'll also need
- ExtenDOS Gold
- Atari ST/STe with 1 Mb memory and Link96 or Link97 host adapter Atari Falcon030 TT030 or other TOS compatible machine with SCSI interface
- Compatible CD recorder device
- Blank CD R (CD Recordable) discs
- Large hard disk to store your audio files before writing them to a CD R disc

CD Writer costs US$44 95 Please send payment by cheque or money order in US$ Cdn$ or pounds sterling (check exchange rate with Anodyne) to
Anodyne Software 6 Cobbler Court Ottawa Ontario K1V 0B8 Canada Ontario residents please add 8% PST
Tel (613) 523 7458 Fax (613) 236 5583
Email anodyne@cyberus ca
http //www cyberus ca/~anodyne

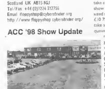
Sounds and Stuff - The Atari Musician's Toolkit



Floppyshop have released their fifth Atari CD ROM title compiled with the specialist knowledge of Electronic Cow's Danny McAleer This CD includes
- Electronic Cow's entire sample library nearly a thousand high quality 16 bit AVR samples covering a vast range of instruments There's bass sounds (acoustic and synthesized including the TB303!) synthesizer sounds from analogue and digital synths (instruments such as the Korg T3 Roland SH101 Juno 106 JX3P and Yamaha DX7) percussion loops and single hits (from the Linn drum TR808 606 and 909 amongst others) orchestral instrumentation and vocal samples
- Hundreds of music files in MOD Pro 24 SNG Quartet and standard MIDI file formats covering classical jazz, pop drum programming and other genres
- Librarians and sound editors for most modern popular MIDI synthesizers including Korg Roland Kawai Akai Yamaha Ensoniq and Casio
- Over 20Mb of Falcon specific stuff including direct to disk recorders and other audio bits and pieces
- Fully working version of Sound Chip Synth v2 32

The Atari Musician's Toolkit costs £25 + P&P (UK £2 Europe £3 ROW £4)
Floppyshop PO Box 273 Aberdeen
Scotland UK AB15 8GJ
Tel/Fax +44 (0)1224 312756
Email floppyshop@cyberstrider org
http //www floppyshop cyberstrider org/

ACC '98 Show Update



SHARWARD PROMOTIONS

Plans are progressing smoothly towards the Atari Computing Convention which will take place on Saturday November 14th 1998 at Bingley Hall Staffordshire Showground Stafford from 10am to 4pm

The Showground is easily accessible by car from junctions 13 and 14 on the M6 just north of Birmingham with ample free parking and they'll be a shuttle bus service running from Stafford railway and bus stations

Tickets will cost just £3 on the door with discount for Atari Computing subscribers with further reductions for children OAPs UR40 students and orange card holders

Since AC#9 The Portfolio Club UK have confirmed they'll take a stand and there's still time to book space but time is running out! Stands cost a very reasonable £110 with power including VAT for 18 foot frontage

Floppyshop have confirmed their attendance and have recently announced

Steve and wife Eileen are looking forward to meeting up with you all again at the Atari Computing Convention in November As well as bringing along a selection of their current products (Positive Image EZ Art Professional Easy Stitch Family Roots II Power Up Plus Tetris II and their four CD ROM titles) a number of new PD packs are being compiled as one offs for the event, Positive Image 2 is expected (latest reports suggest further progress has been made but it's not quite finished yet) and there's a couple of new releases in the pipeline which may well make it in time including a brand new range of CD ROM products

We've also had a few enquiries from overseas exhibitors and we're prepared to offer them a special deal to help offset the travelling costs and make ACC 98 into an international event.

Calling all User Groups

ACC 98 is about Atarians having fun doing Atari stuff which means we want you to take stands bring along your systems and show off your wares We're making table sized stands available to you for just £10 75 plus £5 for power inclusive If you take a stand you get in for free beat the queue and can help make the convention more interesting for everyone so get in touch and reserve yourself a stand today!

Atari Computing "Rois Bheinn"
Overton Crescent Johnstone PA5 8JB
SCOTLAND
Email showinfo@ataricomputing com
http //www ataricomputing com
Tel +44 (0)1206 852602 (Leave message on answerphone)

Sharward Promotions are promoting the show via their web pages and we've added a banner to our web pages which you're welcome to add to your own web pages to link into our pages to help promote the show

Sighting!

The composer of the score to the latest Bond movie David Arnold uses an ST In a recent C4 documentary an ST was sighted creating the score in what looked like his attic ✪

It´s not a dream ... it´s available - now!

- Motorola MC 68040
- 4 EDO-Ram-Slots (up to 512 MB)
- 4 PCI-Slots, connected with an Intel PCI-Bridge for full PCI-compatibility
- 3 ISA-Slots
- 512 KB Flash-Eprom for the software-updateable TOS-Operating-System 4.5
- MFP-Processor for ST-compatibility
- Super I/O for PC-compatible serial- and parallel-slots
- 2 x 2 on-board IDE-controllers
- 2 high-end logic-chipsets for virtual hardware-updates
- Milan-Multi-OS 1.2 for full multitasking
- PS/2-mouse-conncector
- PC-keyboard-conncetor
- VGA-graficcard-support (up to 4 MB)
- and many more professional features .

It´s hard to believe - but it´s

20 x Atari ST - 8 x Falcon - 5 x Atari TT

incredible fast!

For further information please contact:

System Solutions,Titan Designs or
Milan Computersystems
Moorbloecken 17
D-24149 Kiel - Germany
Tel. +49 (431) 20 990 34
Fax +49 (431) 20 990 35
Email: info@milan-computer.com
or visit our great web-site at:
http://www.milan-computer.com

It´s really not a dream!

A full Milan-Computersystem including a great software package only costs:

£ 559

ATARI COMPUTING Offers...

Essential accessories for you and your machine subject to availability Stocks for some offers are LOW hesitate and you could miss out!

READER DISKS

[illegible] Reader Disks [illegible] available [illegible] from the magazine Each disk [illegible] software exclusive to Atari Computing which is not available [illegible] else.

[illegible] also have a Specialist HiSoft BASIC [illegible] Disk compiled by Paul Jones to accompany the tutorials

[illegible] available and [illegible] [illegible] including UK delivery

ATARI
COMPUTING
Reader Disk

BACK ISSUES

[illegible] them with [illegible] them [illegible] magazine [illegible] including UK delivery

EDITH PRO

Following the inclusion of Edith [illegible] ex-commercial and fully featured text editor on our Reader Disk we can now supply the official 70 page comb bound A4 manual and labelled Master disk for just £12.50 including UK delivery

Read all about this excellent program in the Giant text editor review in AC#4 where it received a sparkling [illegible]

STRATOS CD-ROM

STraTOS
multimedia
SOLD OUT!
The Lost World
GIGAFUN 97

The STraTOS CD-ROM [illegible] to Atari Computing [illegible] Each CD-ROM costs [illegible] [illegible] Only [illegible] per [illegible] may be [illegible] [illegible] STraTOS 3 each CD-ROM includes Atari Computing [illegible] Reader Disk [illegible] STraTOS [illegible] magazine in HTML format plus [illegible]

Order form overleaf!

Trackman

Trackman [illegible] ex-commercial [illegible] already given you the [illegible] Reader Disk now we're offering you the chance to get your hands on the original printed manuals in a luxury binder For just £13.50 including UK delivery you get

- 44 page [illegible] step by step Tutorial manual
- 68 page A[illegible] bound detailed Reference manual
- Instant [illegible] Card
- Trackman Master Disk

Add another £8.50 making a total [illegible] will bundle a copy of MIDIman in the same binder

MIDIman

[illegible]

- 30 page [illegible] detailed Reference [illegible]
- MIDIman Master [illegible]

Add another [illegible] will bundle a copy [illegible] same binder

MOUSE MATS

[illegible] Both [illegible] mousemats [illegible]

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Magazine only	£10.50	£12.00	£15.00	£15.60
With Reader Disk	£16.50	£18.00	£21.00	£21.60
With CD-ROM	£18.00	£19.50	£22.50	£23.10
Disk & CD-ROM	£21.00	£22.50	£25.50	£26.10
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Magazine only	£21.00	£24.00	£30.00	£31.20
With Reader Disk	£33.00	£36.00	£42.00	£43.20
With CD-ROM	£36.00	£39.00	£45.00	£46.20
Disk & CD-ROM	£39.00	£42.00	£48.00	£49.20

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All prices include packing and delivery. The CD-ROM is only available to Atari Computing magazine subscribers. Each CD-ROM usually includes:

- Reader Disk contents of the previous Atari Computing issue
- HTML versions of the previous issue of Atari Computing and current STraTOS issue in French
- Collection of international shareware compiled by STraTOS

UK payment methods
Cash, cheque or Postal Order
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Sterling Eurocheque
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Rest of world payment methods
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LEtTers

Satisfactory Show

I am writing to congratulate yourself and your team on not only producing an interesting and varied magazine but also for organising a new Atari Convention after the news that Mike Goodman was no longer going to organise future events I thought that was the end I attended the last show in Birmingham and was amazed to see so many people who still use TOS machines and companies selling their wares However there was a flaw and I think you have discovered it already after a couple of hours there seemed to be nothing else to discover so I left bored I was glad I went but was dismayed at the end So when I read that you have teamed up with a general computer and consumer electronics convention this time around I now believe we have the best of both worlds A get together for Atari enthusiasts and since the majority of us also use other machines something to make the trip even more worthwhile excellent! I ll definitely be there you can guarantee that! Hopefully I might even buy that Falcon I ve always been after!

I would also like to congratulate you on the AC website it really is rather good One final point am I the only person in Wales who uses an Atari machine? Please please please someone else out there tell me I m not especially if you live in the Bridgend area send me an email if you re online

Christopher Teague Bridgend Wales
Email chris@smb clara net

Thanks for the encouragement, we're also looking forward to the show and believe it will offer the best possible show event for Atarians see you there along with all the other Welsh visitors!

Peripheral vision

I was pleased to see Atari Computing looking at peripherals and their place in Ataridom It would also be of interest if someone could explain why PC Parallel peripherals are not for us I ask this for three reasons

- The quest for knowledge of all the Atari quirks
- Because over the years on more than one occasion owners have been advised that, "outdated games machine cannot possibly do this or that, only to find that somebody just did and more importantly are selling the bits to enable our machines to do the same
- So often in magazine articles what seams a vital piece of information to me is mentioned in passing as if it is something everyone else already knows!

What is the difference between Parallel and SCSI? Is it simply cabling or more than that? I recently acquired a SCSI ZIP drive with 25 pin D sub connectors instead of the 50 way Centronics style connectors on my SCSI HD and CD and I managed to source an adaptor from Maplins Could the cartridge port be used? As time passes we will have to become more ingenious and self sufficient to continue using our machines

Name & address mislaid!

Sadly the difference between parallel and SCSI connections goes much further than cabling There was a CD ROM IDE interface under development which plugged into the cartridge port but it was device dependent and fell by the wayside as faster cheaper devices became available

Making Tracks

Many thanks for tracking down John Hollis and much praise to him for his generosity putting out Trackman as freeware I have no idea how successful Trackman was commercially but it certainly deserved to be Trackman easily held its own against software costing twice as much and is easier and quicker to use than a tape machine or as complex as you would ever need it to be But what it does best is not get in the way which is the most flattering thing you can say about any software For anyone contemplating a first move into software sequencing Trackman must be the best and least expensive way ever to get started As for the free software and the giveaway price for the manuals if it s fully appreciated what s on offer here you re likely to have your hands bitten off at the elbows

Ian Nicol

I m typing this with my toes so obviously the Reader Offer has been popular and with MIDIman on Reader Disk this issue I ll probably be typing AC#11 using my nose)

Doing something right

I m a German reader of your magazine and I like it more than the magazine distributed in Germany because the articles are better and hope there are at least another 100 editions to come At the Atari show in Neuss this March I was talking to Joe Connor about adding the URL and Email addresses of programmers and so on and one magazine later I see he did thanks! Now something about me I m a crazy Atarian who loves programming for the 8-bit machines and writing for various magazines Here s my systems Atari 8-bit 130 XE 800 XL Atari TT Atari Jaguar with CD ROM

Raimund Altmayer
www t online de/home/highland/
www atari computer de/highlander/

We re glad you re enjoying Atari Computing I'd like to invite everyone to send us an article or PD review - without your contributions there's no magazine!

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It's a kind of, erm...MagiC!

Mark Wherry buys a MagiCMac, a diet coke but no fries...

MARK COMES UNDER A MAGIC SPELL!

MagiCMac

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If there's one thing all computer enthusiasts have in common, it's the desire for something faster, better and cheaper. I'm never satisfied, always looking to add this or that upgrade, trying to convince myself this is the last upgrade I'll "need".

With Atari no longer making hardware, we're forced to look elsewhere for that next machine. The Milan looks tempting but came too late for me and after comparing the price of other TOS clones compared to their performance I was looking for another alternative. MagiCMac offered an ultra fast Atari computing platform with the benefits of Mac computing effectively thrown in for free.

The MagiCMac solution

MagiCMac is supplied on a single high density disk which is quite an achievement compared to Windows or MacOS - even taking into account many tasks are delegated to the host computer.

The current English MagiCMac release is bundled with the Ease replacement desktop which is totally unnecessary because MagiC includes its own perfectly usable MagxDesk. Ease is also looking a bit long in the tooth these days and, in my opinion, you'd be better off using Thing or Jinnee.

The manual is a redeeming factor, beautifully presented as a wirebound A5 booklet. The content is good and there's plenty of detail about the Macintosh side of the program. As with MagiC Atari, much of the manual is given over to an explanation of MagxDesk - whoopee! I wonder how many Atarians switching to MagiCMac really need such a detailed tour of a desktop? There are some good technical details towards the back of the manual but sadly no programming documentation.

Getting Started

Installation is quick and easy and there's little potential for trouble so everyone should be able to get MagiCMac up and running without problems within a few minutes.

The first time MagiCMac is launched a series of dialogs appear to configure MagiCMac to your system. In these dialogs you allocate memory, disk/CD/Zip drives and whether long filenames are allowed, printer and modem ports, and screen resolution.

After completing this procedure, the system boots like any real Atari machine loading Auto folder programs, accessories and MagiC's auto start applications. The desktop then appears and MagiC users will feel instantly at home.

MagiCMac runs in parallel with MacOS which means you can switch between the two - effectively using two different computers at the same time. MagiC also utilises the MacOS clipboard which makes it possible to copy and paste text between applications running in either mode - nice.

Two become one

One thing you can't fail to notice immediately is the Mac mouse only has one button compared to the Atari two button mouse. The advantage for Mac users is that you never have to remember which button to press, but for Atari users, the right mouse button can be simulated by left clicking with a key modifier held down. Alternatively MagiCMac does support some other Apple compatible pointing devices including two button rodents, but ask yourself how often you use the right mouse button before parting with your money - I certainly won't be purchasing one.

NVDI - The facts

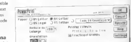
In the same way NVDI enhances TOS/MagiC on an Atari, NVDI Mac provides the following functions:

- Displaying more than 256 colours at a time. MagiCMac by itself can display any resolution the Mac is capable of but NVDI Mac is required if you want to access 16 or 24 bit colour resolutions.
- Printing via GDOS
- Screen acceleration
- Access to TrueType fonts installed on your Mac

A separate NVDI module is required to access Mac PostScript fonts. NVDI Atari also works fine so long as you don't require printed GDOS output or resolutions greater than 256 colours.

Printing in practice

The single factor which prevented me opting for MagiCMac sooner was printer support. Most Atarians own printers designed for use on PCs using the parallel interface, whereas Mac printers use a serial interface. One solution, directly supported by MagiCMac, is PowerPrint.



PowerPrint™

Paper: ○ US Letter ● A4 Letter ○ Com 10 Envelope
○ US Legal ○ B5 Letter

Reduce or Enlarge: 100 %

Printer Effects

☒ Fractional Widths

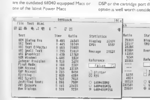
Orientation

OK
Cancel
Options
Help
Settings

The PowerPrint package includes a cable to connect any PC printer to the Mac serial port along with custom printer driver software which supports hundreds of printers. Although this isn't a cheap solution, especially compared to the cost of new printers, it's tried and tested and works well.

Big Mac?

Choosing a Mac presents a dilemma because MagiC was designed to run on the Motorola 680x0 series of processors – the same processors found in Atari computers. Up until a couple of years ago all Apple machines were fitted with 680x0 processors and MagiCMac ran native turning in excellent performance figures. Today all Apple machines are fitted with Power PC processors which run 68k program code under emulation. Although MagiCMac runs fine under emulation they were, until recently, were no match for Apple machines fitted with real 68040 processors. Recent models and Apple's latest G3 machines easily outperform even the fastest 68k Macs which means if you're buying an Apple machine specifically to run MagiCMac the best machines to consider are the outdated 68040 equipped Macs or one of the latest Power Macs.



With many Apple users upgrading to Power PC machines there are plenty of 680x0 equipped machines around at bargain prices but do bear in mind you're effectively changing from one outdated machine to another! The 68030/68040 equipped portable Apple Powerbook and Duo models also make ideal MagiCMac platforms and offer truly portable Atari computing on the move.

If you decide to buy a new Mac, look for models fitted with a 200MHz 604e processor or faster. Many of the recently discontinued Mac clones exceed this spec and are on offer at bargain basement prices but do bear in mind Apple doesn't support these machines directly. If your budget allows, the recently launched Apple models like my G3 266MHz machine are quite, quite lovely!

I want some more

I would like to see better support for music software, so the Mac MIDI system could be used. If the MagiCMac programmers supported Opcode's Open MIDI System (OMS), a MIDI management utility supported by most major Mac music programs, they wouldn't even have to write their own routines. Alternatively, or via OMS, the internal QuickTime sound synthesizer could be supported, basically providing a sound module (with sounds provided by Roland) inside the computer without any additional hardware.

In my opinion NVDI Mac should be an integral part of MagiCMac, in preference to the pointless inclusion of Ease. The omens are promising because MagiCMac 2.2.4 (the current German release) includes an Epson Stylus Colour 600/800 driver which doesn't require NVDI Mac.

Conclusions

As you can see from the GEMBench results MagiCMac is fast - many times faster than a Falcon on suitable machines. If the software you use runs under MagiC and doesn't require access to the Falcon's DSP or the cartridge port the MagiCMac option is well worth considering.

MagiCMac is a mature product still undergoing development with updates to keep pace with the changing face of the Mac OS. Now what do I do with my Falcon? – if only that door stayed open on its own! ◎

MAGICMAC2.1.5

Publisher ASH
UK Distributor System Solutions
Tel +44 (0)181 693 3355
Fax +44 (0)181 693 6936
info software@system_solutions co uk
www system solutions co uk/cafe/
Cost £129 95 (including Ease) £99 95 Upgrade from MagiC Atari PowerPrint £149 95 NVDI Mac £69 95 (£39 95 upgrade from NVDI-Atari)

Requires Mac with 8Mb memory or more

Pros Fast and compatible

Cons Bundled with Ease NVDI Mac required for GDOS output non standard floppy disk formats are not supported

93%

LONG TERM VIEW

Joe Connor has been using MagiCMac since early releases on various portable and desktop 68k Mac models. Here's his comments: MagiCMac offers me portable Atari computing which is many times faster than the real thing and makes available memory above the 14Mb limit of the Falcon providing an ideal multitasking environment.

However, nothing is perfect and one of the common problems encountered running any Atari emulator is forcing Auto folder programs to run in the desired order. It's bad enough on real Atari machines where you either have to manually move files into and out of the Auto folder to juggle the running order or use utilities such as Dirsort, AutoSort or Xboot. None of these methods work reliably under MagiCMac so the MagiC programmers came up with an AUTOEXEC.BAT file (not to be confused with the DOS batch file) which should be located in the Auto folder. This AUTOEXEC.BAT file is simply a list of your Auto folder programs, in ASCII format, which MagiC reads to determine the desired execution order – it also works under MagiC PC and MagiC Atari.

When I switched from my Falcon to MagiCMac I was amazed the system didn't seem to noticeably slow down whatever resolution/colour depth I ran. On the Falcon the system can be slowed to a crawl because the same data bus is shared between graphics and normal memory operations. As more graphics data is piped through this bus the bandwidth available for everything else decreases. The Falcon designers also decided not to include any fast Video RAM (VRAM) – probably because it was very expensive at the time, but this means much slower normal memory has to be used instead.

MagiCMac floppy disk handling has never very good compared to MagiC PC or the real thing. Pretty much anything other than standard IBM compatible 720Kb or 1.44Mb disks are, at best, not recognised or in some cases can crash the system. Happily the German release 2.2.4 I'm using (or maybe the Mac OS 8.1 upgrade I installed recently) seems to have cured the problems and although MagiCMac still can't access non standard floppy formats it I haven't experienced a floppy disk related crash since.

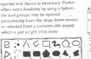
Joe Connor

"You will return to Art one day"

Shiuming Lai enacts the prophecy of his erstwhile Art teacher and lives to tell the colourful tale...

PixArt had never spun on my hard disk, so when version 4 arrived for review sans documentation (that I could understand, therefore a German hypertext file doesn't count) I faced two options: run away, or grab the bull by the horns. In retrospect I needn't have thought twice – the fact you're reading this now rather than next issue is testament to its ease of use. With this in mind we'll be looking at it from the ground up.

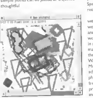
Many of the ST's best colour paint programs have divided the canvas and tools into two separate screens, toggled by a right click of the mouse. Higher screen resolutions have negated this, favouring fixed or, more recently, floating tool boxes alongside the image that can be opened and closed as necessary. PixArt offers extra flexibility by using a hybrid – the tool groups may be opened permanently from the drop down menus or selected from a customisable popup which is just a right click away.



If the tool has a little square to the bottom right (such as the paint brush highlighted in this screenshot) this means it has some user settings, similar to the bevel cornered buttons in Apex Media. Each tool has its own settings dialog, though in my opinion a more elegant solution would be to have a single one corresponding to the currently active tool.

An impressive array of drawing tools is available, combined with the concept of producing composite functions from the logically separated tool, path and medium operators. You can define a polygon then use that as a spray brush, for instance. By default (and this applies to block operations as well) you define the shape, rotate then place it. The rotation takes some getting used to but is extremely useful and may be turned off if it's not required. To top it off, all tools work in zoom mode. It's excellent and will make you wonder how you managed in other packages without it.

Tool response time is generally good (in some cases there is a noticeable delay) and cursor tracking is roughly the same. The sample points can be joined or disjoined thoughtful.



Powerful block manipulation

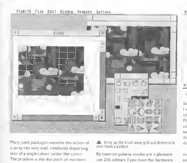
Defining a block initially seems to have no apparent effect, because it's actually copied to a visible scratch pad where all the processing takes place. This "Block window" needs to be opened manually but can be set to automatic.

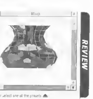
In many ways I like this approach: it doesn't clutter the source image and is subconsciously relaxing. I want to spread out a bit over my workspace. Careful use of this feature can produce spectacular pseudo texture mapping.

Adding text to pictures is easy again; it's prepared separately in a rudimentary text editor – I tried to write this review with it and found the buffer space was too small. Otherwise, save for the odd dropped character because it can't keep up and quirky line wrap, it's more than adequate. For best results and access to thousands of (vector) fonts you should use either SpeedoGDOS or NVDI. Text can be rotated too.

Creative scope is further extended with image acquisition via scanner; it works a treat with Titan's Microtek bundle and together they form a top value art workstation. Scanned images are opened in normal picture windows to be manipulated at your mercy and if you want the whole works you can also use a Wacom pressure sensitive graphics tablet. Most of the tools are programmed to take advantage of this, reflecting the design philosophy of giving maximum technical freedom. At some point you'll want to print your masterpieces; drivers are included for a number of popular printers and the page setup can be tuned manually.

In monochrome PixArt is a formidable pixel cruncher; you'd be hard pushed to find such a wealth of features and intuitive interface elsewhere. The real fun starts in colour and it's here I experienced my first disappointment using the drawing tools. Specifically, running in the Falcon's 16 bit true colour mode, certain tools caused a crash. I also found the colour selector counter intuitive which lead to unpredictable results. The crashing has been fixed in the latest German update but the actual tool behaviour remains unchanged.





▲ or select one of the presets

Many paint packages simulate the action of a spray can very well, randomly dispersing dots of a single colour under the cursor. The problem is the dot pitch of monitors, even the best of which can't match the minuscule size of droplets from a spray nozzle. Gradients on a video screen have to be made with solid areas of colour because the more technically accurate method produces a visible stippling. While this is a useful effect in itself, 16-bit resolutions should be sufficient to allow a convincing "real" spray option which is offered in 24 and 32 bit resolutions. Considering most Atarians, even running accelerated Falcons, will be hard pushed to display 640x480x16-bit TrueColor, I think the authors should look into this. 68030 optimisation and DSP support would also be useful to add a much needed speed kick in some areas and tap into the real power lying dormant in the big bird.

▲ Bring up the block warp grid and distort it to your heart's content

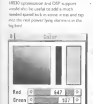
By contrast palette modes are a pleasure, use 256 colours if you have the hardware. A choice between snap or dither reduction takes care of importing pictures with more colours than the palette which brings me to the file import/export routines. It seems compressed TIFFs are not supported and the GIF export doesn't work. To minimise the possibility of an oversight I tried saving and reloading but images were consistently corrupted! Everything considered, whether it's suitable for your machine depends on the screen you've got connected rather than the number of colours it can display. A dialog informs you a minimum resolution of 512x350 is needed, unless Atari made a machine I don't know about this means ST high or above.

Since writing the first draft of this review I've had a test run with PixArt 3 and made comparisons. I'm happy to report that PixArt 4 has attained new heights of sophistication and power without sacrificing user friendliness. In fact my first thought was to liken it with Papyrus, they share a similar feel.

I hope 16/32 will improve the English manual, despite being well written it's a solid mass of text with no screenshots and slightly poor quality given the asking price; the German release includes a professionally printed manual, superbly presented with copious illustrations throughout.

Last orders

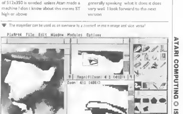
PixArt 4 is the culmination of thorough design and user feedback, it's highly evolved which shows the moment you scratch beneath the surface – there's far more to *PixArt* than we could ever cover in a review. PixArt copes admirably across a range of hardware configurations and generally speaking, what it does it does very well. I look forward to the next version.



Red 647
Green 937
Blue 0
Color model RGB
OK
Cancel

▲ All these lovely Falcon colours, alas they can't be used properly

▼ The magnifier can be used as an overview to a zoomed in main image and vice versa!



BULLET FROM A GUN OR SNAIL ON THE RUN?

[illegible] we tried PixArt 4 on a [illegible] how well it would perform Ben Hills reports

MiNT and Geneva 6

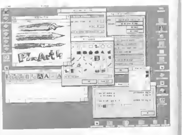
PixArt loaded fine and I could create new pictures Right clicking on the open window produced the popup box containing all the various drawing options Actually using the drawing tools was fine and reasonably fast with the exception of a few tools especially freehand which did not draw immediately In other words if I clicked and moved the mouse it would take it a moment to realise that I was drawing and update the window I don't think though this is a problem related to my OS as PixArt did the same thing on my Falcon running MagiC

Loading pictures was a problem After clicking on the picture to load PixArt should have displayed its load options dialog The problem was that only the outline of this window appeared and then my whole system locked up I tried altering the settings of Geneva but I could not persuade it to load any pictures in any format

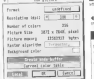
MiNT and AES 4 0

As I was having problems loading pictures with MINT and Geneva I decided to try the original AES 4 that came with my MultiTOS disks I rebooted with AES 4 (I had forgotten how sloooooow it was) and tried PixArt again This time loading pictures was not a problem The only thing I did notice was that loading JPEG images was noticeably slower when compared to other programs I have used such as Photoline and Look n See Other formats such as GIF IMG and TGA were quite fast at loading

This time right-clicking on an open window would produce the popup box but selecting an option was slower Clicking on an option was not enough To select an option I had to hold down the left mouse key for about a second before it would register Double clicking on an option to bring up further configuration windows didn't work at all and so I has to go through the menus to get them



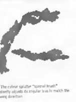
▲ PixArt 4 running on a Hades see boxout to left for a report



New picture

Format: undefined
Resolution (dpi): 300
Number of colors: 256
Picture Size: 3872 x 2840 pixel
Picture memory: 12582912 bytes
Raster algorithm: Parameter..
Background color

◀ Large poster? No problem have memory get pixels!



▲ The colour splatter "special brush" constantly adjusts its angular bias to match the drawing direction

BARGAIN BASEMENT

Christmas just came early for UK readers at least 16/32 is offering PixArt 4 free to registered v3 owners by way of apology for the late arrival of that release To entice prospective users a free copy of SpeedoGDOS 5 7 is bundled with every new purchase of PixArt 4 everyone's a winner!

PIXART 4

Publisher
Crazy Bits

Contact
UK and Ireland
16/32 Systems 173 High Street
Strood Kent ME2 4TW
Tel 01634 710788
16 32@premier co uk
USA and Canada
HOMA SYSTEMS HOUSE
PO Box 52127 Ottawa, Ontario
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Tel +49/304274884
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felbrich@physik hu berlin de

Requires
640x400 (ST high) or above 2Mb or more with GDOS fonts hard disk recommended

Pros
Involving manual includes useful tips integrated environment

Cons
No Falcon enhancements several remaining bugs import/export

84%

Power Column

★ Starred items = Best Prices!

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Milan 040 from £559.00

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Power Hardware

HADES 040, from	£1249 00
C-Lab Falcon MK X 14MB RAM, no HDD	£579 00
MK X case Complete with Mega STE keyboard!	£199 00

Other Hardware

Link 97 ACSI to SCSI adaptor for the ST	only £49 95
Internal SCSI Bus kit Falcon only	£49 95
33 6K ext. modem ★ ST/TT/Falcon BABT & CE	£59 95
56 6K ext. modem TT or Falcon BABT & CE	£79 95
Manhattan Mouse	£9 95
FalconVGA adaptor	£12 95
Falcon RGB adaptor	£12 95
Falcon 14MB u/g	£79 95

Software

HD DRIVER v7 52 ★ ★ How do we do it??!	£14 95
ExtenDOS Pro	£39 95
Thought! Powerful design & development software for ANY project	only £49 95

MUSIC - Software

Audio Tracker	£169 00
CD Recorder Pro	£199 00
CD Writer	£tba
Cubase Audio	£399 00

SOFTJEE See back page for details!

Digital Home Studio	£89 95
Digital Tracker	£34 95
Midiplay	£34 95
Expand	£44 95
Live Machine.	£44 95
CD ROM (containing DHS & DT data files	£19.95

MUSIC - Hardware

ADAT	£299 00
Analog 8/4	£299 00
SPDIF (external)	£179 00
SPDIF (internal)	£159 00

1997 Atari Times Awards

Recently voted as
"Best Hardware" (Nemesis)
"Best Atari Supporting Company" in Atari Times
Thanks for all your support!

BSS Products:

Nemesis [illegible] £10 rebate for APEX owners For fitting contact MJI Insights 01296 622400	£69 95
Videlity [illegible]	£14 95
POWER PACK APEX Intro, Nemesis & Videlity!	£99 95
BSS Debug v2 0 030/040 Debugging software	£39 95

APEX

APEX Media v2 41 [illegible]	£79 95
APEX Intro v2 41 [illegible]	£29 95
Intro-Media upgrade	£50 00

All prices inc VAT [illegible]

Titan Designs Ltd

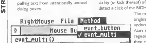
6 Witherford Way, Selly Oak
Birmingham B29 4AX UK
Tel +44 (0)121-693 6669
Fax +44 (0)121-414 1630
e-mail TITANWEB [illegible]
http [illegible]
[illegible] TITANWEB

Strings in Resource

George Crissman invites you through the pain barrier...

Recently I was asked what is so "recreational" about computer programming anyway? The answer, mom, is two-fold

- A feeling of accomplishment and mastery when a program finally compiles and does what it s supposed to do
- Plus you can make the computer do things no one else will make it do like pulling text from intentionally unused dialog boxes



evnt_multi()

Right Mouse Pressed

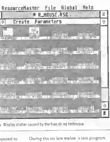
▲ "Right Mouse Pressed" is copied from an unused dialog box for window display

One of the most important functions of any computer program is to present information to the operator in easy readable text. In computerese lines of text are referred to as "strings" since the computer takes a bunch of individual characters and "strings" and puts them together into one long line It s common for C programmers to simply put user messages into the actual code since the language has good string handling ability

While this string in-code technique is easy simple and quick to implement it manages to violate a key facet of GEM all of the operator display is supposed to be in the resource file Keeping the messages separate makes updates easy and simplifies the process of translating your program into another language without editing the code itself Anyone who s ever made a "minor change" in a program only to discover afterwards that it crashes horribly won t start or won t even compile knows the value of the resource file!

The Stringways Case

Recent Usenet hubbub centred on the ability (or lack thereof) of a program to detect a click of the RIGHT mouse button The method was originally undocumented by Atari then revealed to registered developers then improperly documented in public finally resulting in a free-for all in the **comp sys atari programmer** newsgroup where I had to admit I was wrong thanks guys!

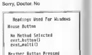


▲ Display clutter caused by the free string technique

During the on line melee a test program was developed which demonstrates how to detect a right mouse button click Since it also demonstrates the "strings from an unused dialog" concept, we will take a closer look at it If you want to know more about right button detection run the program and read the listing on the Reader Disk

The designers of GEM allowed for general purpose text by using a "free string" in the resource construction set Implementation is fairly simple too Just give the string a name input the actual string to be used then link to the string from your program using rsrc_gaddr() The big drawback is having to create a link for every individual string and the resultant disorganisation in the resource window The temptation to use the same string in two places can lead to trouble later on if the meaning in one of the two locations must be changed time for a little recreational programming!

Sorry, Doctor, No



Headings Used For Windows

Mouse Button

No Method Selected
evnt_button()
evnt_multi()

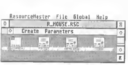
Neither Button Pressed
Left Mouse Pressed
Right Mouse Pressed
Left AND Right Mouse Pressed

Read Atari Computing

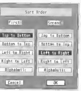
▲ This form will never be displayed but an OK exit button is needed to keep the error checker in the resource program happy

Just because a form is included in a resource file doesn t mean it has to ever be displayed In fact, the form is an excellent organising tool if properly named (names such as "heading" and "code" can cleverly be used to hold window headings and C source code) because it helps develop a self documenting program As a bonus only one rsrc_gaddr() link to the form is necessary because it contains an easily-addressed "array" of strings

The drawback is that each string must be separately accessed in your program code when transferring it to the window display routine or the printer routine. Even simple loops used for string copying from the form to the array may break if the form is rearranged and sorted in the resource program. The loop will still work properly but it will grab the strings in the wrong order and might even try to grab objects which aren't strings. If you do use this loop technique don't ever sort the resource file (there are many sorting methods) and you'll be OK but it's definitely not the recommended way to handle strings.



Strings organised by function



A rich variety of sorting methods will defeat programmer techniques requiring adjacent objects

Escape From Bond-age

When starting a programming project, one of the first tasks is to design the objects for the resource file. Placing all like-minded messages in one form eases the development process, allows for quick examination, and makes future editing easier.

```
/* Accessing a FREE String */
printf( "%d\r\n", hello_world ob_spec )

/* Accessing a FORM String aka G_STRING */
printf( "%d\r\n", heading( HELLO_WORLD ) ob_spec ) ,

/* Accessing a TEDINFO String aka G_FTEXT -- Not Tested! */
string = (TEDINFO *)heading( HELLO_WORLD ) ob_spec
str_ptr = string->te_ptext ;
printf( "%d\r\n", str_ptr ) ;
```

TEDINFO Terror: selecting a TEXT object instead of STRING can cause a coding nightmare. Use STRING not TEXT when building the resource file

The only downside is marginally more tricky programming but this actually provides a self-documenting quality to your work. Why not give it a try and experience the improvement in your coding projects. ✪

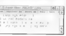
ABOUT THE AUTHOR

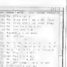
George Crissman lives in the US and has been a recreational Atari programmer since 1987. His home-brew project is the just-for-fun "Ignoring Standard Interface Techniques" program, an improvement on a password protection program that gives the user "hints" during login. He also apologises to 007 fans for the Stringways Case.

USENET NEWSGROUP

Help is always available online in the Usenet Atari Programming forum: point your news reader at

comp sys atari programmer



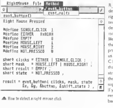


If your web browser supports Usenet enter

news comp sys atari programmer

However you get your Usenet feed you'll find the help and freely given advice in the Atari programmer area to be of great use no matter what your speciality. With STiK, STiNG and NEWSie available free of charge what more do you need!

* ON READER DISK *



```
evnt_button()
Right Mouse Pressed

#define SINGLE_CLICK  1
#define EITHER    0x0100
#define EMPTY          0
#define MOUSE_LEFT     1
#define MOUSE_RIGHT    2
#define NOT_PRESSED    0

short clicks = EITHER | SINGLE_CLICK ;
short mask   = MOUSE_LEFT | MOUSE_RIGHT ;
short result = EMPTY ;
short state  = NOT_PRESSED ,

result = evnt_button( clicks, mask, state
         &x, &y, &button, &shift_state ) ,
```

How to detect a right mouse click

R_MOUSE.PRG demonstrates the right mouse programming technique. Adventurous developers can use the included H, RSC, and RSM files necessary to change the window display and printer output as desired using ResourceMaster. The C file contains the function that transfers resource strings from the form into the program, and is supplied for easy reference. If you do edit the RSC file remember to work on a backup copy.

SpeedoGDOS 5.7

Mike Kerslake looks at the latest release of this font and printer manager...

Remember GDOS – the part of the operating system bolted on to handle font managment and printing? Being kind to GDOS, it did produce acceptable printed output, but it was a complete nightmare to set up – the supported printers were few in number and it only supported bitmapped fonts in a limited range of point sizes. Developers hated it, users hated it and thankfully it was consigned to the wastebasket of history years ago!

Atari tried to salvage GDOS by releasing FontGDOS which was quickly superceded by the buggy and ill fated FSMGDOS. However it wasn't until SpeedoGDOS was released by Atari Corp using Speedo technology licensed from Bitstream, that a satisfactory method of font management and printing was finally available.

SpeedoGDOS made it possible to use high quality Bitstream Speedo format vector fonts in some existing applications and it was incorporated by some new programs.

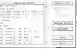
Although Speedo fonts loaded fast and are of high quality they were both expensive and hard to obtain. Because Bitstream jealously guarded the details of their format no PD/Shareware fonts have ever appeared – unlike the widespread TrueType and PostScript fonts.

Things changed for the better when COMPO Software, who took over development of the program, released SpeedoGDOS 5 in late 1994. There was built in support for both TrueType and PostScript Type 1 fonts, some bugs were ironed out and a wide range of popular printers were supported. Before SpeedoGDOS 5 was released many Atarians had switched to NVDI, which from NVDI 3 supported both TrueType and PostScript fonts (via an external module) and one could be forgiven for thinking SpeedoGDOS development had ceased. However COMPO GmbH have continued to improve and enhance the program culminating in this fully anglicised version of SpeedoGDOS 5.7 with detailed printed manual.

Installation

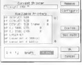
SpeedoGDOS 5.7 is supplied on five disks with a 24 page A5 sized manual which guides you through the installation process – it's really just a case of running the INSTALL.PRG and following the prompts. All the available printer drivers are installed, but you can delete any you don't need. The manual points out all printer and system drivers from older SpeedoGDOS versions are incompatible so make you you delete any existing SpeedoGDOS installation if you decide to upgrade. An ancillary program, called SPIDER, which is not automatically installed, can act as a font viewer and installer if required.

Customising your set-up



Fonts are added by running OUTLINE.PRG. Any TrueType, Speedo or PostScript Type 1 font can be added easily and even GEM bitmapped fonts can be added if you are prepared to hand edit your ASSIGN.SYS file.

One potential area for confusion is cache management. There are three different caches to maintain and, although full details of what each one does can be found in the manual, it remains a matter of trial and error to arrive at optimum settings. Up to a point the bigger the cache the quicker your screen display and printing will be, but you're on your own!



The DRIVERS.PRG allows you to install extra printers and configure the page size, print quality and so on. Drivers are supplied for most of the popular printers including the elusive 600dpi HP Laserjet and HP Deskjet 550C colour inkjet drivers and there's a promise of more drivers in the pipeline.

In use

SpeedoGDOS aware programs should take advantage of the improved facilities automatically and I am pleased to report programs such as Papyrus and Kandinsky produce excellent printed output.

You may need to tweak various options in the OUTLINE.PRG so programs such as EasyText Pro Vector pick up on pre-set font sizes, but overall this upgrade slotted seamlessly into my system.

Conclusions

For anyone using NVDI there's no compelling reason to switch to SpeedoGDOS. NVDI is similarly priced and offers built-in screen acceleration and tight integration with the MagiC operating system. However NVDI 4 only supports PostScript fonts via an external module (which costs extra) and separate versions are required to output via GDOS from MagiCMac/PC.

SpeedoGDOS 5.7 delivers what it offers and it's great news for existing users that it's still being supported. If you already use SpeedoGDOS (especially v4.2 or earlier) this upgrade is definitely recommended. ◎

SPEEDOGDOS 5.7

Publisher
COMPO Software GmbH
UK Distributor
16/32 Systems, 173 High Street, Strood
Kent ME2 4TW Tel 01634 710788
Email 16 32@premier.co.uk
Cost £49 (or £20 upgrade from previous versions)

Requires
Any Atari, 1 megabyte or more of memory recommended, hard disk

Pros
Excellent output, compatible with most programs which require GDOS. PostScript Type 1 fonts supported as standard

Cons
No integral screen acceleration and no docs for SPIDER.PRG

80%

Quest for the Fuji

Our favourite platform is alive and kicking out there on the Internet - you just have to learn where to look. George Crissman offers a few strategies worth following up...

Atari Computing

Just in case you hadn't noticed Atari Computing magazine articles usually include web addresses for more information about products and software. These Uniform Resource Locators (URLs) make good starting points because most web pages include a links page to other related web pages. With a bit of luck you'll soon have more links than you can visit!

Usenet

Usenet is a collection of "news groups" dedicated to specific hobbies or interests. There are newsgroups for almost any subject you care to think of - cats, bridges, trains, computers, whatever. These are public forums and anyone can join in and add their own "news". It's common practice for authors to advertise their home pages or special interest groups in a "signature block" at the end of each posting and, in the Atari related news groups, these provide another source of Atari related web pages.

Some web browsers provide access to the Usenet. Instead of typing in the standard "http://" address, enter "news:comp.sys.atari.st". (Don't add any forward slash "/" characters.) Check out NEWSie which is an excellent Atari application specially designed to read Usenet news groups.

Web Search Engines

When asked if they've heard of "Search engines" most people can cite Yahoo or Alta Vista and that's about it. There are HUNDREDS of such sites available. Instead of visiting individual search sites you can let a meta searcher off the leash to check them for you automatically. The advantage offered by Meta searchers is you only have to enter your search string once to get replies from up to 11 different search engines.

◀ Would Sir like Jeeves to serve Information now?

Ask Jeeves and Debriefing are just two of many meta searchers available. Once you've used them, you'll probably never use an individual search engine again!

Atari WebRing

One of the most targetted methods of searching for a particular topic is the WebRing concept.

▲ webring.org hosts over 70,000 topics

Anyone can start a WebRing on any topic and they become the Ring administrator. After announcing availability of the ring other web page authors can be invited, or may ask, to "join the ring". This typically involves agreeing to any rules laid down by the Ring administrator then adding the necessary HTML code along with suitable navigation graphics on their own web page. Amazingly webring.org do not charge to set up or use WebRings even though each site has to communicate with the others WebRing members through webring.org. Surfers can select sites in the WebRing at random or move from one site to the next until all sites in the ring have been visited.

The Atari WebRing
Index - Random - Next

Index
Random
Next
ATARI
WebRing

The Atari WebRing includes around 130 different sites but the exact number is constantly changing as new sites are accepted and others leave. ○

INTERNET RESOURCES FOR ATARI COMPUTERS

Meta Searchers

Ask Jeeves http://www.askjeeves.com
Debriefing http://www.debriefing.com

Usenet Atari Sites

Primary meeting area
comp.sys.atari.st

Software development area
comp.sys.atari.programmer

Hardware discussions
comp.sys.atari.st.tech

WebRing

Atari Index
http://www.webring.org/cgi-bin/webring?ring=atari;list;page=1

Webring Master Index
http://www.webring.org/ringworld/

Author's detailed web sites for WebRings, Meta Searchers, thorough Usenet News Group listing, and web software (including NEWSie and CAB 1.5)

http://www.tmisnet.com/~strads/hq/atari.html#AtariRing
http://www.tmisnet.com/~strads/search/meta.html#NetIndex
http://www.tmisnet.com/~strads/hq/atari.html#USENET
http://www.tmisnet.com/~strads/hq/[illegible].html#WebWare

WEB RING TOPICS

Here [illegible] for which web rings exist

- Monster Truck Madness
- El Nino
- The Onion Ring
- Aviation Ring
- Cat Lover's Ring
- The Sailor Moon Alliance
- Amateur Webring
- Anarchy Webring
- Ring of Cool Anime Females
- The S.P.A.S.M. (Sane People Against Sailor Moon) Web Ring
- Art Bell Web Ring

Scantastic?

Matthew Bacon thinks so...

For years I've been happily using a B&W hand held scanner to get photos and drawings onto my STe for further editing

However hand scanners do have to be manually wheeled across the page a craft skill I never quite mastered! They're also limited to scanning strips the width of the scanning head (typically 100mm) at resolutions up to 400dpi

Recently the cost of flatbed scanners has fallen through the floor making hand scanners almost redundant. Flat bed scanners remove the skill factor and offer higher resolution for the same money so recently I purchased a Microtek E6 colour flatbed scanner

Flatbed scanners are not the most distinctive style objects they all look very similar the E6 takes up roughly the same desk space as a standard ST/Falcon Just like a photocopier the lid hinges up to reveal a clear glass plate large enough to accommodate a full A4 sized page

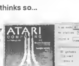
In line with current trends on other devices there are no external controls on the E6 apart from the power switch All settings are software controlled which for the Atari platform means you need to buy a copy of ScanX published by HOMA SYSTEMS HOUSE

ScanX provides a comprehensive level of control and offers similar functions to those found in the PC and Mac driver software supplied by Microtek.

The E6 can be connected to any Atari system with a vacant SCSI socket using a suitable SCSI cable ST owners without a spare SCSI socket will additionally need a SCSI host adapter such as the ICD Link or equivalent

ScanX can run as an application or desktop accessory Running as a desktop accessory ScanX can scan directly into applications using a GDPS scanner driver Programs that currently support GDPS include Pixart PhotoLine and OCR14

When ScanX is run for the first time you are required to give the ACSI/SCSI ID and model of scanner after which the main screen is then displayed (Figure 1)

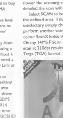


▲ Fig 1 ScanX can scan any page up to A4 in 24 bit colour 8 bit greyscale 1 bit halftone and line art

The area to the left of the controls on the main display (figure 1) is called the prescan window Select PRESCAN to perform a fast scan which displays a rough preview of what's on the scanner in the prescan window The next step is to define the area to be scanned by either dragging and re sizing the crop frame within the prescan window or by typing in values

Before scanning the defined area the colour depth (millions of colours greyscale etc) and the resolution (75 to 600dpi) have to be selected ScanX also provides control over the scanning velocity brightness contrast and exposure The slower the scanning velocity the more detailed the scan will be.

Select SCAN to begin a defined scan of the defined area. If the results are not satisfactory simply change the settings and perform another scan When scanning in colour ScanX holds the image in memory On my 14Mb Falcon a full A4 page colour scan at 210dpi results in a 12.8Mb file in Targa (TGA) format



Except when scanning in colour ScanX scans to disk in IMG format which means ST owners with enough disk storage space can scan a full A4 page in 8 bit greyscale mode.

The Microtek E6 scanner used with the ScanX driver produces excellent results If you're into graphics or DTP this combination is currently the only dedicated scanner software in town ○

MICROTEK E6 & SCAN X DRIVER

Publisher
HOMA SYSTEMS HOUSE
PO Box 52127 Ottawa Ontario
K1N 5S0 Canada.
Email aa414@freenet carleton ca
http //www magma ca/~oma/

UK supplier
Titan Designs 6 Witherford Way
Selly Oak Birmingham B29 4AX
Tel +44 (0)1293 693 6669
Email TITANWEB@compuserve com
http //ourworld compuserve com/homepages/TITANWEB/

Cost
£199 Microtek 330 & ScanX

Specification
30 bit single pass flatbed 9600x9600 dpi (interpolated) SCSI interface

Requires
SCSI interface 640x400 (ST high) resolution minimum 4Mb memory minimum hard drive recommended

Pros
Easy to use excellent results reasonably priced runs as a desktop accessory or application

Cons
ScanX documentation could offer more detailed advice over settings Microtek no longer produce the E6 model but its successors the 330 & 630 are compatible with the ScanX driver

85%

Scan X updated!

Dan Dreibelbis reports...

At the end of April Nima Montasser from HOMA SYSTEMS HOUSE released ScanX v1 08R1 for use with the Microtek Scanmaker line of SCSI colour scanners and added a whole slew of new features including

- Support for more members of the Microtek flatbed scanner family including the new E3+ and E6+ E630 E330 and V300 scanners
- Support for all Atari and graphic card resolutions from 640x400 upwards which means ScanX now works in TrueColor mode no more switching to 256 colours just to use ScanX Falcon/Nemesis Hades TT and MegaSTe/graphics owners will appreciate this
- Choice of colour or greyscale prescans
- Inverse scanning supported offering a quick and easy special effect to add impact to your projects
- Scans can now be saved in either TIFF format or Targa format
- Now works under the Geneva multitasking system
- Special support for users of CBHD v5 02 and HD Driver v7 1 (or later) hard disk driver software

In Use

My tests were carried out using my 14Mb Falcon fitted with Nemesis/Videlity running in TrueColor used with a Microtek E3

Apart from the extra choices in the Options dialog for colour scans and inversion the interface remains unchanged and retains its simple hands on design

The new colour prescan option makes it easier to get a handle on the document borders and precise positioning of the cropping tool before performing your final scan

Geneva users will be delighted to be able to use ScanX at last but less impressed to discover ScanX takes over the system so you can't launch other programs while it's running it's a real pain to have to quit ScanX to run a graphics program or viewer to display scan results To avoid these limitations run ScanX as a desktop accessory Overall the new options and improvements make ScanX even more indispensable than before two thumbs up!

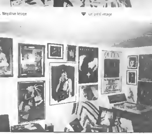
Existing ScanX users can upgrade their copies to this version by downloading the demo version from the web pages ◎

FUTURE FEATURES

There [illegible] even more powerful version in the pipeline called ScanX Pro This release will support other file formats the ability to zoom into a prescan view for a closer look along with precision cropping wrapping and masking functions I've seen the work in progress version in action and it's reassuring to know ScanX is still being actively developed and looks set to get even better

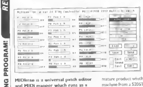
▲ Negative image

▼ Original image



MIDIman

Mark Wherry mixes, patches and maps the way for us...



MIDIman is a universal patch editor and MIDI mapper which runs as a desktop accessory and makes it possible to communicate with external MIDI hardware in your system Because MIDIman is totally configurable it can be used to carry out a variety of tasks including

- Sound editing
- Remote MIDI mixing
- Recalling complete pages of MIDI set ups

MIDIman was originally commercial software released by Hollis Research and has recently been released as freeware

MIDIMAN FEATURES

- MIDIman is a universal patch editor and MIDI mapper
- MIDIman is a desktop accessory so it can work alongside your sequencer and other GEM programs
- All your editing requirements can be achieved using one simple set of controls
- Can be used as remote MIDI mixer/controller or recall MIDI setup pages
- Can be used to create your own patch editor

Used in conjunction with Trackman MIDIman can also

- Perform patch editing while Trackman plays or records with no hanging notes or other glitches
- Record and playback patch edits
- Control any patch parameter with MIDI effectively extending the capability of your synthezisers turning every MIDI parameter into a performance control.

which prompted this review and the Reader Offer on page 9

The 30 page manual is clearly written and smartly presented in an A5 ring binder along with a labelled master disk.

MIDIman is a mature product which runs on any Atari machine from a 520STFM up to a 14Mb Falcon Sadly there are a few display problems when running under MagiC but since most musicians don t run MagiC for music sessions this shouldn t be a serious limitation

The Editor

You can never have enough sounds I m always on the lookout for new sound sources and quickly tire of the sounds provided by my MIDI equipment. You can edit individual sounds to suit specific situations using a program capable of sending "System exclusive data to MIDI devices MIDIman lets you do exactly the and includes lots of example profiles on the disk to get you started

Although most of the profiles included are for older MIDI equipment this isn t a major problem because it s easy to create your own using the internal profile language described in the manual

Simply create a control on the screen and enter the stream of MIDI commands from your manual for the required operation Each profile can consist of many pages of controls which can be used for different aspects of your MIDI device Fortunately a control is provided to change channels which means you don t have to create duplicate controls to cater for different parts

Ed If you do create some interesting profiles please do send us a copy to the editorial address so we can include them on a future Reader Disk for everyone to enjoy –

We are family

MIDIman was designed to be used with Trackman and the two programs integrate perfectly MIDIman can be used before Trackman enabling MIDI data generated by MIDIman to be recorded by Trackman Similarly MIDIman can be used after MIDI data has been sent from Trackman to make instant alterations without altering your song file settings

Conclusions

MIDIman deserves serious consideration by anyone requiring a graphical MIDI editor Although there s not much support for the current crop of MIDI devices there are plenty of examples provided which makes it easy enough to create your own For anyone using Trackman it s a near-essential companion purchase and at the price you can t go far wrong ○

MIDIMAN

Publisher Hollis Research
http //www hollis co uk/john/
Supplier Atari Computing
Cost £13 MIDIman including UK delivery (£14 Europe £16 ROW) £22 Trackman and MIDIman including UK delivery (£23 50 Europe £27 ROW)

Requires All Ataris using external MIDI equipment

Pros Wide range of applications value for money integrates with Trackman

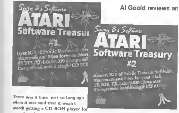
Cons Supplied control files are for older synths

Supplied Profiles The following equipment profiles are supplied with MIDIman
Emu Proteus Ensoniq 1ESQM Fostex 280 R8 Kawai K4 K5 Korg DW8000 DS8 M1 Lexicon LXP1 Roland D110 D50 Juno JX10 MKS70 U110 U220 V50 Yamaha DX11 DX21 EMT10 FB01 RX11 TG33 TX81Z
Some generic MIDI mixing and performance tools are also provided

85%

Suzy B's Software Treasury #1 and #2

Al Goold reviews another pair of Atari CD-ROMs.



There was a time not so long ago when it was said that it wasn't worth getting a CD ROM player for your Atari because there was no specific Atari CD ROMs available for it This is no longer true There are hundreds of compilations available across Europe however the Suzy B Software Treasury is a little unusual because it originates from North America.

In 1989 Susan and Michael Burkley ordered twenty single sided disks from a major PD disk supplier in the United States but after sorting them and discarding the files that they couldn't use they were left with very little of interest This prompted them to collate PD software themselves and nearly two years later Suzy B's Software was born Their collection was then released as a double CD-ROM set named Suzy B's Software Treasury Originally this was distributed as uncompressed files At the time it was claimed to be the most complete PD collection available

This double set has now been compressed into zip files and has been re-released as a single CD and renamed as The Suzy B's Software Treasury #1 It contains games Falcon030 specific software sound files in various formats (and players for the files) dozens of utilities financial software demos educational programs databases icons printer drivers and many more files In fact there are so many that even compressed they wouldn't all fit on a single CD ROM this coupled with the fact that over the years Suzy B had collected many more files prompted the release of Suzy B's Software Treasury #2

Suzy B's Software Treasury #2 contains a similar collection of files and also includes more Atari Works sample files and templates clipart the entire InterActive shareware collection bible software picture manipulation tools and more

Both CD's share a similar and sensible structure Files are placed in folders and every folder has a CATALOG ASC file explaining exactly the contents of the file There is also a master catalogue folder on each CD This adds up to megabytes of ASCII text which take ages to read but it makes it clear exactly what each CD contains and where to find it

Much of the software and files are now dated with the inevitable problem files which wouldn't run on my Falcon or under MagiC but most worked perfectly on my STFM system running TOS

Some of the contents will be familiar to you (for example the InterActive collection) but there are plenty of obscure gems in there For example Band Names by Dan Wilga of Gribnif Software. This allows your Atari computer to generate random phrases of text. It is supposed to help bands to come up with a name strange but true!

For those of you looking for more "serious" applications there are such programs as Play MPEG v0 70 by Martin Griffiths (1995 vintage) This colour MPEG player uses the Falcon's DSP and 68030 chips in concert to get fast frame animation of MPEG videos and FINACALC which is the Financial Calculator or Variations on the Theme of The Present Value Formula" v1 0 by Emet C Quill (October 1996) This program enables you to calculate loan payments savings which can be made by paying off loans early and so on

There is something for everyone on these CD ROM collections but you'll need time and patience to try everything out The decision to archive everything makes casual browsing impossible and leaves you with the feeling you're missing something I've certainly spent hours checking out files and feel I have barely scratched the surface Fortunately browsing the catalogues does narrow down the files worth extracting and I'll wager you spend ages browsing through them I did

Value for money?

If you were to purchase this entire collection on floppy disk it would occupy thousands of disks and cost a fortune At £25 per CD these are certainly more expensive than some of the other collections currently available. But they do represent good value for money whether you are setting up a file base for a bulletin board or trying to build a collection of shareware (remember to register shareware if you use it regularly) ○

SOFTWARE TREASURY

Publisher
Suzy B's software
UK Distributor
Floppyshop PO Box 273
Aberdeen AB15 8GJ
Tel/Fax +44 (0)1224 312756
Email floppyshop@cyberstrider org
www floppyshop cyberstrider org
Cost
£25 00 each plus P&P (£2 UK
£3 Europe £4 ROW)

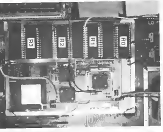
Pros
The sheer number of files to explore variety and unusual nature of some of the contents

Cons
No printed catalogue of clipart or images Files archived

83%

Veloce+

Joe Connor looks under the bonnet at perhaps the last, best hope, for STe owners looking to upgrade...



There have been a succession of hardware accelerator upgrades down the years Most were designed for ST machines, others required re-casing the machine in a tower case or cutting the shielding but eight years after the release of the STe the Veloce+ is the first accelerator specifically designed to fit inside standard STe machines and it s a cracker!

One of the reasons ST machines remain popular especially with musicians s their all-in one case design With the release of the Falcon and faster TOS compatible machines the minimum system requirements have steadily increased leaving owners of standard ST/STe machines short of memory raw processor speed disk space and higher resolution/colour displays

The Veloce+ alleviates three of these shortcomings at a stroke! For raw processor speed a Veloce+ equipped STe leaves a Falcon in the slow lane and approaches TT speed in standard ST resolutions

The Veloce+ is also available with 2Mb or 4Mb on board FastRAM which can be used alongside standard ST memory to increase the total system memory to 8Mb (Veloce+4) smashing through the fabled 4Mb memory limit With more memory you ll be able to run a multitasking operating system and still have enough memory left to run several major applications and a basketful of utilities or one application to process larger music or graphics data files

Finally with the optional IDEal IDE interface (available separately) piggy backed onto the Veloce+ 2 5" IDE hard drive mechanisms can be fitted internally For the musician on the move or anyone who likes the all in one box design of the ST range this is the solution a wolf in sheep s clothing!

TOS upgrade

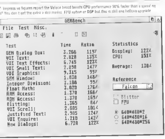
The Veloce+ also includes a "free" TOS 2 06 upgrade which can be accessed at high speed further enhancing overall system performance TOS 2 06 features the Atari logo on start up along with an automatic memory test hard drive start up delay and a much improved desktop with better icon support access to special characters user definable keyboard shortcuts and various other tweaks

Compatibility

For maximum compatibility the 68020 processor can be turned off in which case the STe s original 68000 processor takes over In 68000 mode TOS 2 06 and FastRAM where fitted remain available in fact you can t switch back to the original TOS 1 6x ROMs because they are removed during the installation process

Most applications which run on a Falcon/TT in standard ST resolutions will

▼ Impressive figures report the Veloce board boosts CPU performance 50% faster than a speeding bird! You don t get the extra video modes FPU option or DSP but this is still one helluva upgrade



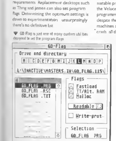
```
Test                     Time    Ratio     Statistics
GEM Dialog Box:          3.260   119%      Display:   122%
VDI Text:                2.820   135%      CPU:       151%
VDI Text Effects:        6.745   123%
VDI Small Text:          2.898   147%      Average:   130%
VDI Graphics:            9.315    99%
GEM Window:              1.030   148%      Reference
Integer Division:        3.100    99%      Falcon
Float Math:              3.020   176%
RAM Access:              1.370   168%      ☐ Blitter
ROM Access:              1.370   169%      ☐ FPU
Blitting:                1.365    84%
VDI Scroll:              2.005   101%      ● 640*480*2
Justified Text:          2.905   124%      ○ 640*480*16
VDI Enquire:             1.210   142%      ○ 640*480*256
New Dialogs:             6.720   122%
```

run with the 68020 processor active Obviously applications which require the Falcon's DSP chip or which hit machine specific hardware are likely to fail but generally speaking most programs work and if they don't they're probably due for retirement anyway Popular applications including Notator Logic Cubase 3/Cubase Score Calamus Papyrus and so on all work just much faster! Notator Logic running in FastRAM has to be seen to be believed

One potential minefield TT owners will be familiar with is memory management The Veloce+2 (2Mb FastRAM) and Veloce+4 (4Mb FastRAM) options both include extra memory which is made available for use by the operating system as FastRAM commonly referred to as TT RAM or Alternative memory

Programs run faster when loaded into FastRAM because they can be accessed faster by the processor but there are some programs which only work in ST-RAM and others which can be run in FastRAM so long as they can allocate memory in ST-RAM To manage which programs run in what memory flags in the header of every program can be configured On launching a program the operating system checks the flags and allocates memory accordingly There are various stand alone utility programs designed to edit program header flags TUS include a suitable utility and recommend you check and set each of your applications in turn to your requirements Replacement desktops such as Thing and Jinnee can also set program flags Determining the optimum settings is down to experimentation unsurprisingly there's no definitive list

▼ GD Flag is just one of many custom utilities designed to set the program flags


GD-Flag

Drive and directory

A B C D E F G H I J K L M N O P

L:\INACTIVE\MASTERS.IA\GD_FLAG.115\

GD_FLAG .PRG
GD_FLAG .RSC
GD_FLAG .TXT

Flags
☒ Fastload
☒ TT/Alt. RAM
☒ Malloc

Readable

☐ Write-prot

Selection
GD_FLAG PRG

Installation

Anyone with soldering experience should be able to install the Veloce+ board and no special equipment is required The Veloce+ board is mounted over the top of the standard 68000 processor by wedging pins between the pins of the PLCC socket and its casing (not between the pins and the CPU) the same technique is commonly used to install memory upgrades Once installed the board sits around 10mm above the motherboard

The optional IDEal Interface board is around 50mm square and piggy backs onto the Veloce board raising the entire stack a further 5mm but it still fits under the STe shielding without requiring any shielding to be cut away

A 16 page A5 manual which includes colour illustrations details every step of the installation process In total there are eight flying leads to be soldered to the motherboard and two track cuts

If you don't fancy a DIY upgrade TUS offer a courier pick up and return service which including fitting comes to just £29 extra which is excellent value for peace of mind

Software

A supplied utility disk includes various benchmarking and utility software along with the software required to use the Veloce+ All that's required is a single Auto folder program which configures the processor and initialises the FastRAM if fitted

Performance

Playing video clips with sound seemed a suitable processor intensive task to test the Veloce with so I loaded up Aniplayer programmed by Didier Mequignon and despite the documentation stating ST/STe machines are unsuitable and likely to crash all the clips I tried ran fine ➜

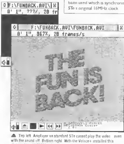
TECHNICAL DETAILS

The Veloce+ board is essentially a 68020 processor running at 16MHz with zero wait states but this isn't the whole story The Veloce+ board is a replacement kernel effectively a small computer system in its own right.

In addition to the 68020 processor the board includes 32-bit TOS 2 06 along with 32 bit 2/4Mb FastRAM options running zero wait states (instant access) and the decoding logic which makes up the kernel of any computer system By making optimum use of the 68020 processor via a 32 bit data bus the Veloce+ board can process data with a maximum throughput of 21Mb per second compared to 4Mb per second for a standard STe

The Veloce+ board takes control of the STe's bus systems and sees the STe's motherboard as a peripheral for I/O operations

The 32 bit data bus of the Veloce+ is attached to the STe's 16-bit bus by a pipe system which not only enables the Veloce+ board to send and receive data to the STe's motherboard bus also enables devices on the 16 bit STe's motherboard to utilise the RAM and ROM devices on the Veloce+ board This means the STe's Blitter has access to the FastRAM which is very useful for programs such as NVDI Even when running the STe in 68000 mode the TOS 2 06 and FastRAM remains available for maximum software compatibility To ensure reliable memory and peripheral access a multiple state machine design has been used which is synchronised to the STe's original 16MHz clock


F:\FUNBACK.AVI\
0' 1", ???/, 20 fr

F:\FUNBACK.AVI\FUNBACK.AVI
0' 1", 867%, 20 frames/s

▲ Top left Aniplayer on standard STe cannot play the video even with the sound off Bottom right With the Veloce+ installed this vintage Atari VNS2600 video clip with sound sprang to life!

SECOND SIGHT

Simon Morgan would also like to share his experiences of this (and we quote) "wonderful device" with you

As you're read already the Veloce+ can include FastRAM either 2Mb (Veloce+2) or 4Mb (Veloce+4) The FastRAM is added to the system as TT RAM by a tiny (less than 1Kb) driver program which should be located at the start of the Auto folder The extra memory is then handled exactly as it would in a TT The only external indication the machine has been upgraded is a toggle switch on the right hand side to select between the 68020 and 68000 modes but you should turn off your machine to clear the memory when switching between processors

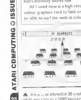
In use the extra speed is remarkable especially with NVDi Web browsing printing de-arch ving and so on are a lot smoother At last I don t have to wait ages for tables to format in CAB or TrueType fonts to render in Papyrus

By using a 68020 instead of a highly clocked 68000 the Veloce+ gives full 32 bit functionality which has the rather marvellous advantage of being able to run many TT/Falcon/68030 programs provided they don t require high resolution colour displays the DSP or so on

Compatibility is excellent I haven t really experienced many crashes apart from programs which don t support TT RAM but these can easily be set to run and allocate memory in ST RAM using a suitable utility Some games get stroppy but switching back to 68000 mode cures this

Very few of the popular reporting utilities correctly diagnose how the Veloce+ affects the system but the main thing is software works and the extra memory works fine

All I need now is a high resolution colour graphics card to bolt on and I ll be able to surf the web in colour!



▲ Ikarus is an interactive 3D graphic demo which won t run on a 68000 equipped machine but it works fine on an STe fitted with a Veloce+

FAQ'S

Q Why has a Motorola 68020 been used in preference to a 68030 or 68000?

A When used in an ST environment the 68020 processor is basically the same as a 68030 without the Memory Management Unit (MMU) so there was no advantage using the more expensive 68030 To achieve a similar performance level a 68000 processor would need to be clocked at around 40MHz.

Q Is there any cache RAM?

A The 68020 includes an on-chip instruction cache which is capable of pre fetching instructions There s no cache RAM on the Veloce+ board itself because the FastRAM options offer memory which is almost as fast as cache RAM (50 nanoseconds compared with 45 nanoseconds) so there s no point

Q What are the components on the board?

A The Veloce+ board contains the following main components

- Motorola 68020 CPU Large square IC to lower left
- 32 bit TOS 2 06 Labelled R0 R1 R2 and R3
- 2Mb FastRAM Four longer ICs between the TOS ICs
- Data bus pipe. Two rectangular ICs above the CPU
- Custom GLUE logic Two square ICs to the right of the CPU
- IDEal interface board Mounted above 68000 at lower right

VELOCE+

Manufacturer
TUS Developments
Distributor
The Upgrade Shop, 37 Crossall Street
Macclesfield Cheshire SK11 6QF
Tel +44 (0)1625 503448

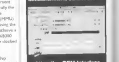
Cost		
	£ 95	Veloce+
	£149	Veloce+2
	£189	Veloce+4
	£ 46	IDEal IDE interface as optional extra
	£ 15	fitting charge
	£ 14	UK Courier collection and return of your STe

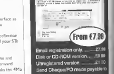
Requires Atari STe

Pros Fast fits inside machine and shielding relatively straightforward installation compatible breaks the 4Mb barrier optional IDEal interface

Cons No information provided about the changes between TOS 2.06 and TOS 1 6x

96%





GEMTrade 2
Don't struggle with German documentation GEMTrade it!

Attractive GEM interface
CAB module to translate web pages on the fly
Instant BubbleGEM help
On-line ST-Guide help
Clipboard Cut and Paste
Look-up dictionary

GEMTrade has been under extensive development culminating in GEMTrade 2 which is available now and offers the following new features.

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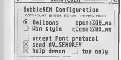
System Extras

Mark Wherry reports on recent developments...

We last looked at BubbleGEM and OLGA back in AC#5, since then, coupled with InterActive's English releases support for both has exploded!

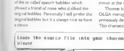
Bigger Bubbles

BubbleGEM has established itself as one of the most popular system extras ever with most active programmers adding BubbleGEM support. There was a six month gap between the original English 02 release and release 03 but since then there have been five revisions. BubbleGEM has come a long way and the so called "dream team" have been busy!



BubbleGEM Configuretion
COPYRIGHT @1998 02-28 THOMAS MUCH
● Balloons open:300_ms
○ Win style close:200_ms
☐ accept Font protocol
☒ send AV_SENOKEY
☒ help demon ☐ top only

A CPX module has now been added to configure BubbleGEM although strangely there's no bubble help! There's now an option to use box-like help bubbles instead of the so called speech bubbles which pleased a friend of mine who disliked the original bubbles. Personally I still prefer the original bubbles but it's always nice to have a choice.



Loads the source file into your chosen vieuer

Loads the source file into your chosen vieuer

The next significant change is inclusion of the help daemon (or server). This started out as a separate program which could be run alongside BubbleGEM but has now been integrated into BubbleGEM itself. With the help daemon active bubbles appear automatically as the mouse hovers over objects - just like the Mac/PC platform equivalents. The help daemon can be turned on/off and the delay and display times can all be configured using the CPX module. Other minor additions include support for the font protocol. Previously BubbleGEM had only proprietary routines for changing fonts but now any other program that supports the font protocol can be used to select the current font. Also BubbleGEM can now optionally send out AV_SENDKEY messages. This means if a bubble is displayed and you carry on typing the first character won't be swallowed by BubbleGEM when the bubble is cancelled. There's always the danger simple and effective utilities like BubbleGEM will become burdened with unnecessary features taking up a disproportionate share of system resources but happily Thomas hasn't fallen into this trap. BubbleGEM still occupies less than 35Kb memory.

OLGA

Since we last looked at OLGA there have been two new releases the current release is v1.5. Strangely OLGA development has been both major and minor at the same time.

Thomas has completely rewritten the OLGA manager in PureC which was previously developed using PurePascal. This dramatically decreases the amount of memory needed. I certainly judged the 70Kb memory required by OLGA 1.2 as an excellent investment but even with extra features v1.5 occupies a mere 30Kb less than BubbleGEM! The OLGA manager can now also detect if an OLGA application has crashed and de-register it accordingly. There's an extra OLGA Tools program provided which makes altering the current installation quick and easy currently its main function is to check the OLGA.INF file. Programmers are provided with some extra calls to help find the paths of servers and recognition of multitasking systems including MultiTOS, N.AES and Mag!C has been improved. The inplace drawing routines (refer to AC#6 for more details) have been rewritten although the previous routines are still there to maintain compatibility. Provision has also been made for clients and servers using different colour tables simultaneously. Although there's only a few "new" features in this release OLGA is a seems near complete for the job it was designed to do.

The final remaining hurdle is implementing inplace activation. This will be based on what is to be called GEM Component Object Model (GCOM) based upon the OLE/COM structure of Microsoft's ActiveX and will effectively enable programs to run within programs. Another element being worked on for future OLGA releases is GDBC (GEM Database Connectivity) which will work with GEMScript to allow databases to be integrated within GEM applications. OLGA's future is exciting so stay tuned.

Keytab

Keytab is not a new program. It's already at revision 06 but it's one we haven't covered until now. With the popularity of emulators and cross platform computing you may encounter problems handling different character sets. Each character in a set is usually assigned a number and the problems arise when a character is assigned different values in different character sets. Keytab sets out to eliminate these problems. Although it can be launched from anywhere the best place to install Keytab is in the Auto folder after which you can forget it. A cookie is placed into the operating system which provides functions programmers can access when handling import and export operations. As you'd expect Thomas' own Taxel makes use of these routines.

Conclusions

Thomas' excellent Natural Born Programmers web page is worth checking regularly to pick up the latest additions and revisions to his utilities which are as important as fully blown applications to the continued well being of the Mag!C operating system.

`http //thmuch home pages d`

SUMMER

To celebrate the glorious Summer of 1998 we're offering a cartload of great games and productivity software for your Atari at fantastic prices!

So whether you're stuck inside waiting for the rain to stop or just want to stock up for the cold Winter evenings ahead, you can't do much better than grab some of these bargains!

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Hang on, not everyone uses their Atari for games, we know this, so we've bought in stocks of some serious stuff to tinker with How about Hyperpaint, the excellent paint package from Atari themselves, still good years after it was first released! Are you a bit disorganised? No fear how about ST Organiser with its combined functions to put order into your chaos!

There's much more, so read on and place your order as quick as Badland Pete draws his gun, or you'll be disappointed!

All the software comes in the original official substantial boxed packaging along with a full manual or instruction leaflet

Due to the maturity of this software, you'll need an STFM and a low, medium or high resolution screen to run most of it STe owners will find most software runs OK Falcon owners are probably out of luck though!

Our extra special prices even include UK postage and packing We welcome orders from outside the UK, but please contact us before placing your order and we can advise you of the extra postage charges that apply

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Good Vibrations

Shiuming Lai discusses some advanced STe sound programming techniques...

Textbook explanations of the STe/TT's enhanced sound system have been doing the rounds for years, you have a set of control registers for playback and simple global attributes - tone, volume and balance. Correspondingly, numerous STe-enhanced programs exist (mainly games on the PD and shareware circuit) whose only sonic improvements are some samples played using no more than these standard controls, perhaps in stereo.

However, there is a lot of scope beyond using hardware features, so the easy route as often taken is to do what the rules say it can. Safe, but hardly exciting!

To appreciate the newer hardware let's take a look at how things were done before. The Yamaha YM2149 PSG (Programmable Sound Generator) fitted in the original ST and all derivatives for compatibility can be made to play sampled sound.

Playing samples incurs a performance hit, increasing with the higher frequencies necessary for good quality. This is because playing a sample through the Programmable Sound Generator (PSG) requires the main processor to spoon feed it with large amounts of data - far more than could ever be used by internally synthesised sound (see boxout). Additionally the PSG also has to use a Digital to Analogue Convertor (DAC) because the PSG doesn't contain a dedicated circuit for this job.

Atari caught on to this and with the revamped STe added a new stereo sound system driven by DMA (Direct Memory Access). DMA relies on a special processor to handle the mundane and time consuming task of moving large memory blocks between sub systems within the computer, relieving the main processor to get on with something more useful like processing.

So there it was - a new sound system capable of playing straight samples without burdening the main processor, around about the same time another phenomenon was all the rage - Soundtrackers.

Let's take another step into history, this time looking at the ST's old rival, the Amiga. Commodore's machine had a custom sound chip with four independent voices, which could be either synthesised or, more interestingly for our purposes here, sampled.

The architecture of this chip featured four DACs, each with variable sample period. It wasn't long before some bright spark realised the sample period increments were small enough to make a fair approximation of a musical scale simply by playing a sample faster or slower.

Thus, the idea was born to make realistic four track music, using samples of real instruments. Although not the best method, the fidelity offered by 8-bit resolution and the available processor power of the day didn't warrant anything more advanced.

The STe/TT models have two audio DACs, also with step variable sample period, but only enough give a rather less flexible 6.258KHz, 12.517KHz, 25.033KHz and 50.066KHz playback frequencies. We need to use software to generate more voices and overcome the small replay frequency set, both of which are required to play a soundtracker tune, more commonly known as tracker "modules" or "mods".

Pitch shifting

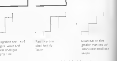
Professional electronic musical instruments commonly use samples for sounds. In contrast, they don't achieve this by modifying the D/A conversion rate, instead the DAC runs at a constant and the sample is stretched or squashed with respect to time before reaching it.

Stretched samples produce a lower tone while squashed ones produce higher notes. This offers the advantage that the basic quality of the sound can then be enhanced.

In the first case, interpolation can be used to smooth out any coarse quantisation steps relative to the magnified sampling interval caused by stretching - the equivalent of "jaggies" resulting from enlargement of bitmap images.

A simplified illustration of linear interpolation is shown in figure 1, where the mean average of the preceding and succeeding amplitude levels is used to "fill the gap".

Further improvement can be obtained with high order polynomial interpolation which accounts for a range of preceding and succeeding values. This technique of artificially increasing the information density is called "oversampling" and is standard on most digital audio sources.



OVERALL WAVE SHAPES
Magnified section of digital wave and ideal analogue signal line

▲ Figure 1 Post processing of a stretched digital sound

This is how it has to be done on an STe and the only chip able to perform this pitch shifting is the main processor. Unfortunately a big chunk of its power can be drained while engaged in this activity. Consequently, real time interpolation is practically impossible on a stock STe except at the lowest frequencies and not usually implemented. The Falcon's D/A circuitry also has a limited number of conversion rates, although they are of much higher 16 bit resolution, complemented by a fast Digital Signal Processor, which is typically used for both of these jobs.

Track mixing

The second stage in playing a tracker module on an STe is getting more than one voice out of each hardware channel. An obvious way to do this is to sum the amplitude data from n voices then normalise to avoid clipping distortion (when the resultant value is out of the DAC's input range and the output literally gets clipped off at the amplitude extremes making a very nasty noise) by scaling to the factor 1/n. As far as the DAC is concerned the input is still a single stream of data and for all of its preset frequencies this works just fine. At higher frequencies though, a lot of processor muscle is needed. For instance, at 50KHz stereo it has to generate around 100Kb of data per second more or less flat out.

Alternatively the mixing can be emulated by time-domain multiplexing two voices into one signal and setting the DAC to twice the speed to compensate for the twofold increase in data. Look at figure 2 (ignore the DMA buffer in the middle for the moment) to see how this works.

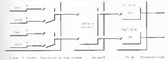


Figure 2 Functional block diagram of tracker replay operation with multiplexed track mixing

Multiplexing halves the processor load in generating data for the DACs but results in a high frequency noise component proportional to the speed of multiplexing. It's only of any use with the DACs at 50KHz where the noise frequency is pushed up to transparent levels. In reality both methods are compromises – the first compresses dynamic range whereas multiplexing loses frequency definition.

After mixing all that's left is to transfer the data into the DACs. Normally samples are data physically present in memory. Tracker music, on the other hand, is effectively a long sample that is dynamically synthesised. It must therefore first be placed into memory. Simply dumping to memory isn't a good idea because you'll soon run out of it – a three minute module at 50KHz stereo would require almost 18Mb!

The solution is to apply a technique more commonly known for displaying smooth animated graphics called "dual frame buffering". A series of seamless frame transitions is achieved by writing data to one "invisible" buffer of a pair while the other is output, then switching the physical frame address pointer when the invisible buffer is ready. A good example of this method used to overcome physical memory limits is the NED Player reviewed last issue.

Stereo sample data are stored in memory as alternate left/right channel bytes, so if multiplexed mixing is used the two multiplexed signals have to be multiplexed together themselves to fit in a single linear memory space suitable for the playback hardware. With the standard track ordering shown in figure 2, the respective sample bytes would be stored in memory as shown in figure 3.

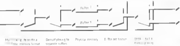
Byte from track number	1	2	4	3	1	2	4	3
Channel assignment	L	R	L	R	L	R	L	R

Figure 3 Byte ordering of multiplexed tracker data output in memory

Buffering the sound data also has the advantageous side effect of ensuring it flows constantly, which is useful because the pitch shifting and number of tracks in use at any particular time varies (and can sometimes even kill the processor if a high playback frequency and lots of effect commands are used). Figure 4 shows the "insides" of this DMA buffer.

STe tracker programming has broken many widely held beliefs to reach great heights. As always, we are indebted to demo coders for their skill in constantly pushing beyond technical boundaries.

Figure 4 Data flow from processor into memory and out to DACs



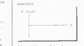
I hope you have found this article useful. The techniques can be adapted for other uses, for example the multiplexing method of mixing could provide multi voice effects for a game with much less processor overhead. Sounds truncated because another effect started playing before the current one finished would be reduced, giving a more convincing and polished effect. ◎

ANALOGUE SYNTHESISED SOUND

Getting a noise out of a programmable sound chip only takes a few bits of data – set some registers to activate one of the preset waveforms generated by on-board oscillators, then there might be some other registers offering more control over the sound like envelope shaping or filters.

A digital representation of the same sound explicitly defines the overall waveform shape, rather than containing information about how to generate it. To use another graphics analogy, synthesised sounds are like vector images whereas samples are "bitmap sounds".

Figure 5 is a comparison of the data storage requirements between a hypothetical PSG and digital sample for a complete cycle of a wave with period 1s.



Only a single bit required to be set in sound chip select register

DIGITAL
Amplitude
Time

25Kb of data required with 8 bit resolution at 25KHz sampling frequency

Figure 5 Analogue synthesised wave and digital representation

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What's new

There are some serious upgrades under preparation NVDI 5 and then MagiC 6 will be published to be followed by a major upgrade of MagiC Mac & PC. CAB will reach revision 2 7 soon and a major upgrade of Texel to version 2 is expected soon The one to look out for is JINNEE the ultimate Desktop replacement

But don't wait for the new versions get your new software now and a free upgrade for the new release That's a promise for all orders placed in July and August for above mentioned products.

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CyberSTrider FILES

Denesh Bhabuta goes shopping...

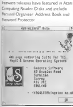
Woke up this morning and decided to internet window shop. Got into a CAB and headed straight for the ASH designer software site at http://members.aol.com/ASHINFO/

It was as though summer madness had befallen. The month of June, and no less than eight upgrades to those oh so gorgeous pieces of software we have come to love.

Of importance to most of the Atari Computing readership are the releases of CAB 2.7, Emailer v1.1, Texel v2.1, Jinnee v1.1, MagiC v6.0 and HD Driver v7.53. Although these are currently only available in German, English versions should follow via System Solutions. However, if you understand German and can get by without English manuals, you can order direct from ASH. Demo versions are available for download from the ASH web site.

Talking of German software, I strolled over to Titan Designs at http://ourworld.compuserve.com/homepages/TITANWEB/ where they're currently selling HD Driver v7.52 for half the price of the English version.

Taking a random turn at the AtariWebRing I ended up at Cadenza Software, www.cadenza.cyberstrider.org, where Matthew Bacon has been producing useful utilities for some time now. All his software is programmed in HiSoft BASIC and is of a high standard. Previous freeware releases have featured in Atari Computing Reader Disks and include Personal Organiser, Address Book and Password Protector.



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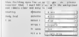
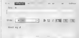
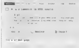
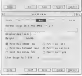
Matthew has now poured his talent into a major project, called Web Wizard, which is scheduled for release this October.

Web Wizard is intended to become a fully fledged Web authoring suite boasting a GEM interface, keyboard shortcuts, BubbleGEM and ST Guide help and a WYSIWYG display.









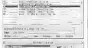
The Cadenza web site was designed using the current unreleased version so you can get an idea of its capabilities! Web Wizard will be released as a commercial program costing somewhere between £10 to £20 and looks set to compete head on with HomePage Penguin Pro.

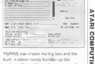
I asked Erik, the Web Wizard's cat, what to do next and he told to to read MyMail at http://www2.tripnet.se/~erikhall/ where Erik Hall has been very busy upgrading his email MyMAIL client which works with STiK/STiNG and supports BubbleGEM, OLGA, AV Server, Drag&Drop, and MIME/Base 64.

Program info
©Erik Hall 1997 1998
0,63

Recently there have been around four upgrades per month so they'll probably be a more recent release available by the time you're reading this. Currently at v0.63 beta this latest version features:

- Memory overhead reduced
- Word wrap now works correctly
- Improved mail handling
- MIME encoded attachments





MyMAIL can create mailing lists and the built-in editor neatly bundles up the package. If you'd like to be automatically informed of updates there's a MyMAIL info mailing list which you can subscribe to at http://www2.tripnet.se/~erikhall/mymailupdates.html

Then I woke up and found myself sitting in Heathrow airport, just as the last call for my flight to India was announced so I'm off on holiday... see y'all later.

Denesh Bhabuta

Basic BASIC!

This month Paul Jones unveils his latest project - Virtual BASIC!

Virtual Insanity

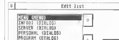
In the last few issues we've been creating IDO, a GEM application in HiSoft BASIC. If you're still struggling, or haven't got the confidence to create your own fully working program, then Virtual BASIC might be the solution.

Imagine if all you had to do was create your dialog boxes/menus in a Resource Editor and, instead of going through all the hoops we've covered recently, you could simply double-click on the button you wish to assign code to and type – that's what Virtual BASIC will offer!

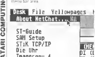
Virtual BASIC (VirtB from now) is a partial 4th Generation Language (4GL) which means, instead of telling the computer what to do and how to do it (a 3rd Generation Language), with the 4GL you simply tell it what to do. VirtB is still only a partial 4GL because you still have to tell it what to do, but there's now a set of commands to deal with complex issues such as OLGA compatibility, ST Guide help and system messages.

Virtual Reality

Here's a programming example.



Our RSC file is loaded up with a copy of its HRD file, which contains each name of every dialog box/menu/object etc. These names are displayed in the edit dialog box with the object type in brackets (in this case our menu is highlighted). We click on Show and the menu is displayed in the menu bar area.



The menu can be treated like any other: click on the one we wish to assign code to, "About NetChat", and VirtB automatically assigns a name for the object and runs the editor program to input the code.

```
SUB mnuClick_ABOUT
         infodi.show
END SUB
```

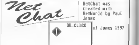
As you can see there's nothing complex about the code. This fragment just declares our subroutine (the SUB and END SUB parts are not changed). Code goes in between these two sections. The infodi.show command will simply show the dialog/menu called infodi. In this case infodi is the dialog box which displays information about NetChat.

After saving the code and exiting, the program returns back to its original position. Finding the edit dialog box and clicking on "infodi (dialog)" then clicking Show displays the information dialog box. Assigning code to a button couldn't be simpler: simply double-click on it and the editor runs ready to enter your code. Currently VirtB only displays the object name in an alert box. It's also possible to assign code to the "form_load", i.e. when the form is displayed (this could contain code to remove all text from text boxes and so on).

After you've saved the source, VirtB offers a compiler option. This takes a template of the HBASIC GEM structure, code adds your code and anything extra needed such as libraries. One big program is generated and this final chunk of code can readily be compiled into machine code using your HiSoft BASIC editor.

New templates can be offered and updated regularly. Templates can be written by 3rd party members in HBASIC so can even be upgraded by yourselves to customise the dialog appearances.

If you have any ideas or suggestions for developing Virtual BASIC do get in touch; your ideas may well be incorporated into a future release. ○



NetChat was created with NetWorld by Paul Jones

ALL CHANGE

Paul Jones has left the Zetnet ISP and consequently the HBASIC mailing list is closed.
Paul can now be contacted at
paul.jones31@virgin.net

ENCHANTING

ENCHANT (ENhanCed Hisoft ApplicatioN Toolkit) is a set of replacement HiSoft Graphical Toolboxes (HGTs) written by Paul Jones and Matthew Bacon (Cadenza Software). The HiSoft Graphical Toolbox is a series of routines which can be included into your own programs to speed up development in programming. For example, the HGTs offer sub-programs to deal with the GEM evnt_multi command. ENCHANT is designed to do what the HGTs did, but faster with even more features. Hopefully the final release version will include routines to ease OLGA linking, ST Guide online help, encoding routines, and many more besides. Templates will be updated regularly and the intention is for a special version of ENCHANT to be used as a template offering features such as MPEG decoding, AVR/WAV file playing and so on. Templates could also be written by third parties to add other features to your library.

Suggestive Remarks

Mike Kerslake with a progress report on recent suggestions and some ideas for programmers...

As I've said before it's really good to hear suggestions made in this column are taken up by programmers and new programs get developed as a result Following on from the last column, programmer Mark Wherry is currently gathering information on "Windows Only" printers with an eye to programming an utility that will enable Atari users to access many of the functions of some of these printers

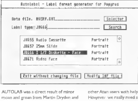
However the biggest nut to crack is the fact that many of these printers use the Windows operating system and computer memory and hardware to handle everything other than the actual printing Mario Becroft reckons we're barking up the wrong tree

As I understand it, Windows printers leave the computer to do all the work then send a completed image to the printer This suits the Atari platform perfectly since GDOS has always worked this way! So rather than developing a new program to support those printers we need SpeedoGDOS and NVDI drivers

Staying with printing matters mention was recently made in the Atari conference on CIX about the ready made library of templates for Avery laser and inkjet labels and it was agreed that it would be good if such a library existed in *Papyrus* format

ON READER DISK

The subsequent discussion and supply of some vital data by Roger Derry (of Namenet fame!) enabled Gary Bainbridge to come up with a program that converts Avery Windows Label configuration files into the required Papyrus paper format. AUTOLAB is the name of the program it's simple to use and appears to do the job very well you'll find a copy on the Reader Disk.


Autolabel - Label format generator for Papyrus
Selector
Search
Exit without changing file
Modify INF file

Data file. AVERY.DAT
Label type J8666

J8655 Audio Cassette	Portrait
J8657 15mm Slide	Portrait
J8666 3 1/2 Diskette - Face	Portrait
J8671 Video Face	Portrait

AUTOLAB was a direct result of minor moan and groan from Martin Dryden and follow-up postings from myself and others on CIX and it just goes to prove programmers are more than willing to have a go at a project if they get some help and feedback So if you've got an idea for a program that could do something useful for you and other Atari users please do let us know

One good aspect of the present Atari scene is that many programmers are either working together or at least working to similar guidelines and protocols One other excellent way of co-operating is to allow the main program to use modules programmed by someone else as is the case with the CAB web browser One of the latest programs to interface with CAB in such a way is GEMTrade which can translate a German language web page into English "on the fly" This prompted Joe Connor to suggest it might be a good idea if someone programmed a CAB module to turn HTML documents/pages into raw ASCII So if anyone is up to this we'd be more than delighted to see the results! Finally I've had a bit of response to my plan mentioned in the last issue for a directory of people willing to assist other Atari users with help and advice However we really need some more offers of help so if you think you can help please get in touch with me via the usual editorial address or email me at:

mike@ataricomputing com

Mike Kerslake

STOS Corner

Anthony Hoskins' (Falcon) Extensions

The restructuring of Anthony Hoskins (Falcon) extensions has now been completed and importantly most of them are now now ST compatible For example the 3D effect menus and 3D effect file selector are now available to all ST users

As promised Anthony has sent us the unrestricted shareware (interpreter only) versions of his ST compatible extensions and you'll find them on the Reader Disk

ON READER DISK

- X_EXT NS TOS Stars System Control 3D menu & Alerts Gemtext Grafix extensions
- X EXPLS TOS Example programs showing how to use the new commands
- X_DOC S TOS Documentation
- INSTALL.TXT Installation instructions

Because of the major restructuring some of the commands have had to be relocated or renamed to minimise any backward compatibility problems with the older versions

Read the documentation carefully to ensure you're aware of the potential problems then proceed as follows.

- Save any older programs in ASCII (untokenised) form along with any data banks.
- Install the new extensions and use a text editor to replace any changed commands with their new equivalents
- From within the STOS editor reload each edited program and its associated data banks (if any)
- Save it out as a normal program

Sprite Engine

I recently mentioned Anthony was working on a new sprite engine unfortunately due to a hard disk mishap he's lost the source code! Hopefully he'll be able to get it back together

Recently STOS development seems to have stalled with most of the active developers moving onto other projects For this reason we've decided to close this column - unless we get howls of anguish from a hitherto silent band of STOS enthusiasts with suggestions for future coverage it's up to you

Martin Milner

Getting Clever!

An object lesson in Papyrus from Michael High...

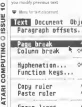
Michael High introduces the tale of "Text and the Three Objects" to explain the difference between Word Processing and DTP

Having mastered the use of styles and tables we have the basic tools needed to produce professional looking letters and reports We can take this one stage further and produce multiple column documents with headers and footers by the creative use of the "Page Layout" and "Master Pages" options These are well covered from pages 101 and 143 of the original manual Since their functionality and dialogs have hardly changed between Papyrus v3 and v5 I have assumed that you have read up on the subject so we can press on

The manuals tend to use the term "objects" in a variety of contexts which can be confusing By my definition all Papyrus documents contain "text" They may also use some of the three "objects"

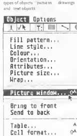
Word Processing uses "Text" "Text" are characters entered by the keyboard whose position on the page is determined by the way all previous text fills up the Master Page layout You can control the horizontal margins and the paragraph offsets from the previous and subsequent paragraphs but the position within the document will usually change as you modify previous text

Menu for text placement



There are only two mechanisms which allow you to lock text into a particular vertical position within the document The first is the use of page and column breaks to place text at the top of a new page or column The second is the use of the group lines command to make sure text elements are not separated across an automatic page / column break whenever preceding text is modified For example a heading could be grouped with the first few lines of the next paragraph

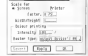
DTP also uses "Objects" "Objects" may be placed anywhere within the printer margins They can be anchored to a particular piece of text They can also be anchored to a specific place on a page and so need not move when previous text is modified They can force surrounding text to flow round them They can also be superimposed on each other in layers There are three basic types of objects "pictures" "drawings" and "text objects"



Plenty of object options

Pictures

Since the release Papyrus v4 it has been very good at handling pictures such as scanned images and the output from "paint" programs These can be enlarged or reduced stretched and rotated round the four points of the compass All loaded pictures are held in the picture window Since Papyrus v5 these may be held by file reference In this way if the original picture file is altered the Papyrus document is automatically updated next time it is opened


Object attributes

Picture

Scale for
● Screen Printer
Factor 0.75
Width/Height
Colour printing
Intensity 100 /
Raster type output device's de

The best place to size pictures

Monochrome users like myself need not be put off by the reference to "Colour printing" on the Picture page of the Object attributes dialog It is just as handy for making fine adjustments to images being printed on black and white printers A tip for NVDI users here is to leave the Raster type as "Output device native" (Papyrus v4) or "output device's default" (Papyrus v5) This leaves the NVDI printer drivers to perform their own dithering (the process of converting the colours and grey scales into a pattern of dots) By using the NVDI MakePrn prg fine control can be exercised over not only the intensity but also the colour separation and contrast curve Colour users in particular can use this to fine tune several printer driver files to cover different paper types such as normal glossy and transparency Even black and white laser printers can benefit from this technique particularly when producing transparencies for overhead projectors

Beware that Papyrus is none too clever at handling vector pictures This is a shame since they are resolution independent take up little disk space and print so well It certainly comes as a disappointment to Kandinsky users The problem is that Papyrus can not handle GEM files with colour fills or angled text In other words it only handles black lines! However all is not lost if you can follow these steps

- Open your vector drawing in Kandinsky or wherever you created it
- Stretch it to the exact size you require in your Papyrus document
- Print it to file using the NVDI (or SpeedoGDOS) image driver at the resolution you intend to print the rest of your document (300 dpi 600dpi or other dpi setting) This creates a crisp (and colourful) IMG format file which can then be imported into Papyrus and will output at the desired resolution with no loss of quality

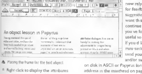
Drawings

Drawing Objects in Papyrus are not drawings in the sense of GEM files As such they do not appear in the Picture window They are boxes lines and (v4 or later) circles that can be used to frame and sub-divide your text They can be assigned with various attributes including colours patterns line styles and arrowheads The position and size attributes can be set precisely By holding down the [Shift] key lines may be drawn that are precisely horizontal or vertical They can be placed in front of or behind text or other objects Experimentation is the name of the game here!

Text Objects

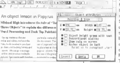
This is where the fun begins Suppose you have created a three column newsletter but the opening sentence needs to span more than the first column Here is a step by step guide

- Select the Text Object icon in the toolbar and draw a box at the required width the height is not important at this stage



Placing the frame for the text object

- Right click to display the attributes dialogs (or select the dialog via the drop down menus in earlier versions) Set Word Wrap on On the Position & Size page check Object height grows with text and clear the other boxes
- Select the Text Tool and click within the new text object to enter your text
- Use the Object Tool to select the entire text object You may then format the whole text by choosing a text style or a particular font (individual words or letters can be locally formatted by selecting them with the text tool) In Papyrus v5 the text object may also be given a fill and line border with individually set colours It may even be rotated to any angle although you should be warned text wrap does not always work correctly except at the four points of the compass


PAPYRUS File Edit Style Text Document Object Options
Normal 12
Object attributes
Position & Size
X
mm
Width
Y
mm
Height
mm
Object height grows with text
Proportional scaling
Show only on screen
Anchor object in text
Reset
Apply
OK
An object lesson in Papyrus
Michael High introduces the tale of "The Three Objects" to explain the difference Word Processing and Desk Top Publishi

Perfect positioning for the text object

These objects can be set up very quickly yet they have the power to transform a document into a visually interesting presentation people will want to read

For example, take a look back to the first article in this series on p38 in AC#8 The layout designer picked out a key sentence from the article and repeated it as a text object in the second column The title and the text object are the first things you read and the combination set the scene for the article in a simple but effective way The article flows round it and may still be read easily

I ve now covered the topics I originally had in mind when I began writing this mini series so I m now relying on you for feedback and/or suggestions if you want this series to continue - I hope you ve found them useful so far

If you d like this mini series please send your feedback and/or suggestions on disk in ASCII or Papyrus format to the address in the masthead on page 4

Michael High

Email michael_high@nt com

FONT FRENZY!

The arrival of SpeedoGDOS and NVDI s upgrading to handle outline fonts means that Atari users have access to literally thousands upon thousands of fonts in both PostScript and TrueType formats

Some fonts are produced commercially others are shareware, registerware and others are simply free Atari users will find that most of the remaining PD & Shareware libraries can supply an extensive range of fonts in the latter two categories Commercial fonts are available usually on CD from various vendors that advertise in the general computer press or by going direct to the type foundry themselves

Owners of Papyrus who purchased the upgrade from v3 to v4 from HiSoft may have been lucky enough to receive the Bitstream 500 Font CD as part of the package and this forms an ideal base for a font collection The CD contains both PostScript and TrueType versions of some excellent fonts

However having a good collection of fonts is not the end of the story Far too often we can tell that someone has a new DTP or WP package because the first thing we receive from them is a letter or document using dozens of different fonts!

It s good advice to restrict the number of fonts you use in a document to just two or three You can make it appear more by careful use of **Bold** *Italic* [illegible] and other font styles

There is an accepted wisdom that you should use a sans (without) serif font (serifs squiggly bits on characters) for headings and a serif font for the body text In many cases this is a good rule to work with although you should always take into account what sort of image you want the document to present Atari Computing uses a Sans font for our headings and Humanist 521 for the body text Although Humanist is classed as a sans serif font along with the similar Gill Sans and Optima it doesn t have the austere look of a typical sans font and is easier on the eye for large amounts of text

Display fonts like Memorandum are something very different and should only be used sparingly and never used as body text unless as a special effect

Mike Kerslake

User Group News

I sometimes wonder why it seems to be so hard to get people interested in actually attending a user group meeting As can be seen in this months report from a recent WRAG meeting people are there to help each other and it is a place where there is always something to learn no matter what your level of experience is So why not make the effort to get out to a meeting and see for yourself

Drop a line to Harry Sideras chairman of The UK Association of Atari User Groups and he'll put you in touch with a group in your area or give you advice on how to start one if there is no local group

As Harry says "Wherever Atarians gather the sharing of accumulated knowledge and demonstration of those skills renews the passion we all have for our machines The flexibility to achieve impressive quality results in the fields of art and raytracing music and MIDI communications and web page creation database creation and spreadsheet manipulation desktop publishing and document processing with a little bit of image retouching thrown in for good measure pay honourable testament to that fact It's in the user group domain that these skills can be shown in their best light by people you know taking their time to show you exactly how they manage it

Please remember to enclose an SAE and disk (if necessary) when writing to Harry expecting a reply because the UKAAUG is a non profit organisation

The UK Association of Atari User Groups compiles an index covering all currently existing UK Atari User Groups to enable people to make contact with others to share their knowledge and skills and to demonstrate solutions to real life questions These groups fall into two categories

- Local groups who can offer experience and general knowledge across a range of topics
- National groups with specialist knowledge of one subject area, such as Calamus User

PROMOTIONS 'R' US

If you would like to promote your user group on these pages totally free of charge then all you have to do is send us some copy And this page is for user groups all around the world not just UK user groups If you've involved with a user group and would like a mention on then please do get in touch

Atari Computing (User Groups)
"Ros Bheinn" Overton Crescent,
Johnstone PA5 8JB Scotland or
Email usergroups@ataricomputing com
Netmail 90 100/315 0@nest ftn

WRAG (White Rose Atari Group) meeting report

Stephen Barszczak reports

The meeting started quietly with a few late arrivals but once everyone arrived we couldn't believe how time flew The biggest surprise to everyone was the announcement from Alan Jackson that he had a new toy to play with and soon he was the envy of us all

While on holiday up in Scotland *[Why didn't he come to one of our STAG meetings? AJ]* Alan picked up the bargain of the decade a Falcon with 4Mb memory a 127Mb hard drive and SVGA monitor for the princely sum of £100! We all joked with him and tried to offer him a few pence more for it so that he would show a profit, but surprise surprise he resisted our offers

In another corner Scanners were in action Antony had just bought a new scanner and was demonstrating its capabilities and how to use the software

Sadly I didn't have the time to try the scanner out at the meeting because Adrian Haigh spent the most of the meeting trying to figure out what was wrong with NVDI on my system After many a crash it took a full re installation to get it working and now there's just some fine tuning to do

Everyone seemed to have a good time we just wish we had a bit more time because before we realised it was time to go

Future meetings of the White Rose Atari Group will be held at 4 Langdale Street, Elland Near Halifax Please get in touch for directions and dates

Telephone Tony 01422 375673 or Stephen Barszczak 01274 826353 before 9pm
Email Nest 90 100/402 0
FidoNet 2 250/303 0
Internet wrag@lgm bbs demon co uk

SWAG (Stratford & Warwickshire Atari Group)

A quick mention for a fledgling user group starting in the Stratford upon Avon Warwickshire area The group was started by Carl Turner and Peter Fenwick who first met each other through the "Atari Wrinklies" disczine which contained a name and address listing of everyone in the club on disk Both Carl and Peter were online so after a couple of emails back and forth they started the user group They're actively looking for new members to try and establish the group where all aspects of Atari computing will be discussed Carl and Peter can offer experience connecting to the Web setting up email and handling files attachments and generally troubleshooting any problems people may have Initially meetings will be held at "The Bird in Hand" pub in Newbold on Stour Meeting dates are still to be confirmed so if you live in the area and fancy a friendly chat with like minded people then do get in touch

Carl Turner 39 Saxonfields Bidford on Avon Warwickshire B50 4BS
Tel 01789 490892
Email cturner@zetnet co uk
Peter Fenwick "The Bird in Hand"
Newbold on Stour Warwickshire CV37 8TR
Tel 01789 450253
Email pfenwick@cix co uk

UKAAUG

Get Connected!

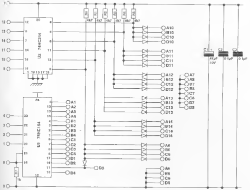
The UK Association of Atari User Groups

For up to date information on all UK Atari user groups send a blank disk and SAE to

Harry Sideras (UK Association of Atari User Groups) 37 Garwood Road
Yardley Birmingham B26 2AN
Email sidcelery@cix co uk

Images on tap

Xav finally presents that Team Tap circuit diagram...


7
12
13
14
11
10
8
4
3
2
1
9
R0
R1
R2
R3
R4
R5
R7
4k7
1k
U2 74HC244
U1 74HC154
A10
B10
C10
D10
A11
B11
C11
D11
A12
B12
C12
D12
A13
B13
C13
D13
A14
B14
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D14
A6
B6
C6
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A9
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C9
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A7
A8
B7
B8
C7
C8
D7
D8
A1
A2
A3
A4
B1
B2
B3
B4
C1
C2
C3
C4
D1
D2
D3
D4
C1
C2
C3
47µF 10V
0.1µF

▲ Idealised circuit diagram of Atari's Team Tap. This image has also been included on the Reader Disk in GEM metafile format

The circuit diagram isn't nearly as daunting as it first appears – although that's mostly because I spent ages laying it out neatly! The actual circuit board looks far more complex.

Technical notes

All the diodes are small signal diodes 1N4148 or similar and cost a few pence each – they're the same as the ones used in the joypad and several forthcoming EJP projects, so it might be worth buying them in bulk (Maplins often sell bundles of 100 for a few pounds). The capacitors C1 and C1 are both ceramic disk types which act as local reservoirs of energy for the ICs, so should be mounted as close to U1 and U2 as possible.

ON READER DISK

If you're wondering about that apparently out of place diode connected to pin 3 on port D (and hence to pin 11 of U1) join the club! I'm not certain of its purpose either. Nevertheless, I have checked and double checked an original Team Tap, and it's definitely present on the circuit board.

A similar anomaly is the connection between pins 7 and 8 of each of the four joypad sockets. All logic dictates these should connect to the positive supply, but detailed examination of the original Team Tap shows this is not the case.

Before the next issue I intend to construct my own Team Tap so I should be able to report more on these oddities as my experiments progress. Naturally errors may have crept into my initial examination of the Team Tap – or the subsequent conversion of back-of-envelope designs to the circuit diagram presented here.

Neither myself nor Atari Computing accept any responsibility for anything based on this design.

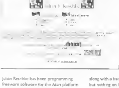
Next time we'll begin breaking this diagram down into manageable sections. In the meantime it's worthwhile re-reading the previous columns which should help you figure out at least some of the technical details and you might also notice some similarity with the joypad diagram itself. ◘

Email: xav@compsoc.man.ac.uk

SITE SEEING

Julian F. Reschke 75%

http://www.muenster.de/~reschke/

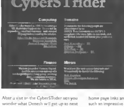


Julian Reschke has been programming freeware software for the Atari platform for many years. His Mupfel command line interface (CLI) remains unsurpassed and this is the place to visit to check for updates. More recently Julian has become known for his Spin! CD ROM driver which has attracted lots of attention. Apart from the serious stuff Julian has also programmed a Tetris clone called Kubis, a DMA sound oscilloscope, a Diablo emulator CPX and put together lots of (German) documentation. The web pages are bi lingual (German/English) and the design of the pages makes for fast loading and display. There are some screenshots and explanatory pages for some of the software along with a handful of Atari related links but nothing on line for others which makes the site primarily a place to visit to check for updates rather than browse on line for information.

Joe Connor

Cyberstrider 82%

http://www.cyberstrider.org/



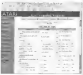
Like Denesh the web pages are a real cultural mix with no consistent theme running through the pages. It's obviously under construction but nonetheless a worthwhile site for Atarians to visit. The main area of interest to Atarians is the Atari supported software area where 40 different items along with download and home page links are provided. Faced with such an impressive list of software encourages people to register several items at the same time which works to the benefit of everyone involved in the Atari scene so keep up the good work!

After a visit to the CyberSTrider site you wonder what Denesh will get up to next. His software support scheme covers the Atari, PC, Mac, NeXT, BeOS, UNIX and probably a few others I've forgotten. He's also into venture capital – practically starting Atari Computing on his own if you believe everything you read! The site covers his family and other interests in music, cartoons, writing and India and his server also acts as a mirror for other sites.

Joe Connor

SITE NEWS

Atari Computing Message Board



We've recently added a message board to our web pages which can be used to chat with other Atarians. Why not drop by and say hello?
http://www.ataricomputing.com

FaST Club

The URL for there web pages has recently changed. Please update your bookmarks and hotlists to
http://www.cix.co.uk/~stclub/

MagiC Mailing list

This mailing list covers all aspects of the MagiC operating system. To join visit
http://www.onelist.com/subscribe.cgi/magic_os

The Atari hyperlink launchpad

Hallvard Tangeraas has recently restructured these pages adding new categories and making it easier to find things. If you're looking for files on ftp sites this is the place to visit. There are hundreds of Atari related categorised links. The pages now have their own permanent site at
http://www.geocities.com/SiliconValley/Bay/8745/
Hallvard has also been running a mailing list for Emagic's (formerly C Lab) Notator SL and Creator SL MIDI sequencers since August 1997. There are currently around 70 members but there's always room for more. To subscribe visit
http://members.forfree.at/~notater/

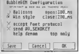
ATARI
READER DISK #10

Around half our subscribers take the Reader Disk The combination of tutorial files listings, PD Shareware and exclusive software is unbeatable and not available anywhere else Individual back issue copies of the Reader Disks are still available Please refer to page 9 for ordering details

MIDIman, EXCLUSIVE
Freeware, Hollis Research

This ex-commercial software has now been released as freeware MIDIman is a flexible Universal MIDI librarian which runs as a desktop accessory and integrates with Trackman With the permission of Hollis Research we ve put together a Reader Offer which includes the original printed manuals Please refer to page 9 for ordering details

BubbleGEM Release 07c
PREMIER RELEASE, Freeware
Thomas Much



BubbleGEM
BubbleGEM Configuration
○ Balloons open:300_ms
● Win style close:200_ms
☒ accept Font protocol
☒ send AV_SENDKEY
help demon top only

BubbleGEM adds speech bubble style help to supporting applications and has established itself as one of those essential system add ons most Atarians have installed permanently This is the first English release since BubbleGEM R04e and includes a configuration CPX choice of font and style of bubble

The Atari A to Z book, Shareware
Mark Baines © Linnhe Computing
Originally published in 1995 as a 340 page manual Mark has decided to release the A to Z book in ASCII format With 2 239 entries 101 tables and 128 000 words an invaluable reference for all Atarians!

Autolabel 3, Beta release
Gary Bainbridge

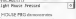
Selector
Search
Exit without changing file
Modify OP file

Autolabel is a utility which sets Papyrus to print self adhesive labels or similar items A database of Avery Laser and Inkjet labels is included Avery labels are widely available from most stationary suppliers

STOS extensions, Shareware
Anthony Hoskins
Unrestricted shareware (interpreter only) versions of Anthony s ST compatible extensions

Enhanced Joystick ports tutorial, EXCLUSIVE
© Xav/Atari Computing 1998
Team Tap circuit diagram in GEM format

R_MOUSE PRG
© George Cressman 1998



R_MOUSE PRG demonstrates right mouse button programming technique Developers can use the included H RSC and RSM Files necessary to change the window display and printer output as desired using ResourceMaster

HP Inkjet printing
BONUS article only on Reader Disk!
© Rod Jenkins/Atari Computing

How to print the last inch on the page using HP Deskjet printers

Unfortunately STraTOS Issue [illegible] is not available so there s no point listing the STraTOS 6 contents in this issue
The latest news from the STraTOS team is that STraTOS 5 will not be available until September at the earliest Like you we re disappointed but as we point out each issue the production of the STraTOS CD ROM is beyond our control
What we can do is offer CD ROM subscribers who want to get their hands on the Reader Disk software now the opportunity to do so - just complete the form below and we ll adjust your subscription/s accordingly

☐ Please send me the AC10 Reader Disk now, reduce my CD ROM subscription by one and continue my CD ROM subscription

☐ Please send me the AC10 Reader Disk now cancel my CD ROM subscription and send me Reader Disks from now on instead

☐ Please send me the AC10 Reader Disk now I previously converted my Reader Disk subscription to CDs and would also like to receive the following Reader Disks which I have missed I understand my CD subscription will be reduced by one for each Reader Disk ordered

☐ Reader Disk 7
☐ Reader Disk 8
☐ Reader Disk 9

☐ Please cancel my CD ROM subscription and send me a refund

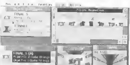
YOUR NAME

YOUR ADDRESS

Send the completed form (photocopy or relevant details on a plain piece of paper are also acceptable) to AC Subscriptions
73 Bentinck Drive TROON Ayrshire
KA10 6HZ SCOTLAND

Shareware and PD

NEWS



Mountain

Mountain is a video editing application reminiscent of Adobe s Premiere developed in France by the TNT crew and coded by Remi Vanel

Mountain can load FLI FLC FLH QuickTime MOV DL(1&2) ANI/AN3 animations TGI lists and TGA images with other modules planned

Video is handled internally in 16-bit mode with 152 animation tracks which can load video direct from disk available Transitions intensity motion (zoom move) transparency and effects can be applied as desired

Mountain requires a 68030 or faster machine with at least 4Mb memory and fast high resolution TrueColor display (640x400 minimum) the Nova Crazy dots ET 4000/6000 and ATI mach 64 cards are all supported Currently there s no sound support but Remi is considering adding this

An English version is planned eventually In the meantime you can check out the current French demo beta release at
http //www mygale org/11/tntmag/
Email vanel@club internet fr

Zorg

Ludovic Rousseau has recently released Zc ORGanizer his disk and file manager as freeware under the terms of the Gnu Public License (GPL)

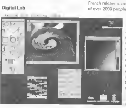
Zorg can defragment and optimise hard disk partitions and includes options to edit binary files and sectors directly The archive is available for download via ftp from
ftp ftp6 fr/pub/atari/Disk/ZORG_210 LZH

Anyone interested in getting involved with future development should get in touch with Ludovic at
Ludovic Rousseau@wallace gemplus fr

fVDI v0 85

Fenix/Fast VDI programmed by Johan Klockars is a freeware screen accelerator similar to NVDI in concept. This release offers similar performance levels to NVDI on STs and Falcons (in monochrome mode) Text effects arcs circles ellipses vector fonts and printer drivers are not currently supported fVDI is easy to port device drivers for PCI cards on the Atari clones can be written with ease Native code drivers are planned for the freeware ST emulators PaCifiST and TOSBOX which should offer fast high resolution TrueColor modes Johan is looking for feedback bug reports and people to help code drivers and for things like the FreeType font rendering engines The current release can be downloaded from Johan s web pages at
http //www johan cyberstrider org/

Digital Lab



If you re looking for some graphics software to push your Falcon to the limit take a look at Digital Lab developed by Frédéric Bayle and Eric Da Cunha in France Digital Lab uses the M&E module system to handle images and runs on a Falcon and other TOS compatible machines with 2Mb memory minimum Digital Lab is shareware and costs FF 300 (around £30) Currently there s no English release but the current French demo version is available for download from
http //perso club internet fr/f_bayle/
Email f_bayle@club internet fr
da cun_e@epita fr

ZIP 2 0

This release features long filename support compatibility with PKZIP 2 04 but no GUI It s described as a beta version for MiNT but seems to work fine on a Falcon running MagiC let us know if it works on your machines Download from ftp bp fr/pub9/atari/Archivers

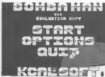
Family Tree

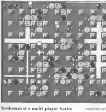
Family Tree v2 28 is the first update since 1996 and features non modal 3D dialog boxes iconification improved memory management clipboard support and additional printing options including output across several sheets (tiled output) and output to GEM Metafile Thanks to TransAction s Didier Briel a complete French release is also now available A tree of over 2000 people can be handled on a 520ST with up to a million on a system with 64Mb memory So long as GDOS (or replacement) is installed Family Tree offers the ability to lay out family trees as desired Members of the family can be moved around on screen and the links between family members remain intact Family Tree includes extensive support for the standard GEDCOM file format defined by the Church of Jesus Christ and Latter Day Saints which enables data to be swapped with other genealogy software on other platforms

Ian & Mark Baker 256 Lower Road Great Bookham Surrey KT23 4DL
Tel/Fax (+44) 1372 454875
Email Ian baker@lloyd-doyle com
http //www users zetnet co uk/rganing/wag/download/ftree228.zip

Bombaman v1.0

Jonathon Adams keeps his head down long enough to gather his thoughts...





Bombaman is a multi player battle game for the STe which has been under development for two years by Kevin Callahan Bombaman is programmed entirely in optimised 68000 assembly code and it takes advantage of the extra STe only features which makes for lots of high speed action on-screen simultaneously

The plot is simple. Your little guy runs around trying to kill the other little guys by laying bombs to destroy blocks until you find yourself facing your enemy who's doing the same thing The last player left standing wins the round

Bombs explode North to South and East to West and as blocks are destroyed bonuses and powerups appear which can be picked up and used to assist you

Between two and four players can play two using the normal ST joystick connections and another two using Powerpads or joysticks modified to work with the extra STe joystick ports details to do this are included in the accompanying text file. Bombaman runs from floppy or hard disk and the available Options include control of player selection play area selection sound calibration instructions credits and resetting the scores

The original sound track consists of three channel chip music which can be turned off if desired it's not MOD music, but since the processor is already working overtime that's probably a good thing Dropped bombs pulsate slowly then pulsate rapidly one second before exploding when they may start a chain reaction triggering other bombs

Sprite movement is silky smooth and the control method is easy to get to grips with This version is faster than other ST versions and doesn't suffer from the annoying "getting caught on wall corners problem which spoils other versions

The graphics are both colourful and cheerful and are due to be revamped because Kevin thinks some of the graphics which look weird on some of the battle grids The characters run amusingly bombs pulse smoothly and the explosions look good

To keep the action moving there's plenty of power ups including extra bombs extra range speedups slowdowns reversals immunity invisibility global effects ghost bombs autolay short and long fuses kicking bombs throwing bombs molotov cocktails mega and mini explosions random effects plunger bonus extensions bonus terminations and more

When you pick any of these up your guy is identified as having the bonus by graphics around his head Some bonuses only last a while whereas others remain for the duration of the battle

The ability to kick and throw bombs or molotov cocktails at opponents also sets this version apart from its peers It's very satisfying tossing a well timed bomb to trap your opponents The control method for throwing and kicking is easy lay a bomb look in the direction you want it throw or kick it then hit fire again Thrown bombs bounce off the arena walls so be careful not to trap yourself!

Finally if you're taking to long to kill off your opponent/s a warning heralds the appearance of zombies which harass everyone triggering bombs in their wake and bringing the battle to a climatic conclusion

The unregistered version has a limited number of battles and fewer game arenas so do register your copy or as Kevin says "If no one registers I'll soon get the message!" ○

BOMBAMAN V1.0

Author Kevin Callahan
97 Egmont Road Poole Dorset
BH16 5AN England
Kevin Callahan@ain png pe gpl co uk
http //www biles21 demon co uk/bombaman

Status Shareware. Send £5 Sterling plus an SAE (or an international reply coupon) or your email address in return for which you'll receive a full version

Requires Atari STe 1Mb minimum

Pros Fast multi player fun makes use of the wasted border area

Cons No option to play against computer or via the keyboard

Graphics	86%
Sound	75%
Gameplay	82%

81%

Spin! v0.34

Mario Becroft takes Spin! for a spin...

These days practically every computer user has a CD ROM drive and CD ROM is more relevant to the Atari than ever Not only are there more Atari specific CD ROMs becoming available but the Atari can also take advantage of many "PC" CDs

A SCSI CD ROM drive can be connected to any newer Atari machine with built-in SCSI by simply plugging it in Older machines will require a ACSI to SCSI adapter such as the Link 97 But the other important requirement is driver software without which the drive is useless And this is where Spin! comes in

MetaDOS the software previously used to access CD ROM drives adds functionality to the operating system to enable alternative storage media other than hard and floppy disk drives to be used with TOS It does this through the use of BOS and DOS drivers The BOS drivers provide the lower level access to the actual hardware while the DOS drivers provide the high level interface between the filesystem on the storage media and the application software Various filesystems can easily be used the same physical storage hardware such as a hard disk drive and that is why the two different drivers are necessary

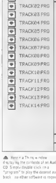
The release of MiNT and its introduction of loadable filesystems rendered the MetaDOS DOS drivers irrelevant Under MiNT (and now Mag C) any filesystem can be supported using a loadable filesystem driver so MetaDOS is no longer required

Spin! is supplied as a MiNT or MagiC loadable filesystem but it still uses MetaDOS for the lower level access via a BOS driver This means all existing CD ROM hardware supported by MetaDOS remains accessible with Spin using the original BOS drivers but the DOS drivers are no longer necessary these are what Spin! replaces

Like all the current CD ROM drivers Spin! lets a CD ROM be assigned to a new drive letter and the CD can then be accessed like another media. Unlike other drivers Spin! supports multiple CD ROM filesystems including:

- ISO9660 Level 1
- ISO9660 with longer names
- ISO9660 with Rockridge extensions
- ISO9660 with Apple-extensions
- ISO9600/Joliet
- Macintosh HFS
- Audio CD

This means so called long and case sensitive filenames are preserved which is particularly handy when accessing CD ROMs created on Windows 95 Many Spin! users will also benefit from the Macintosh HFS CD ROM support which allows Macintosh CDs to be accessed on the Atari Many other CD ROM drivers fail to read multi session CD ROMs in my experience but Spin! handles them without problems


TRACK01 PRG
TRACK02 PRG
TRACK03 PRG
TRACK04 PRG
TRACK05 PRG
TRACK06 PRG
TRACK07 PRG
TRACK08 PRG
TRACK09 PRG
TRACK10 PRG
TRACK11 PRG
TRACK12 PRG
TRACK13 PRG
TRACK14 PRG

▲ Here is a Thing window displaying the contents of an Audio CD Simply double click on a "program" to play the desired audio track no other software is required

Audio CD support has also been improved If an audio CD is inserted and the user tries to access it like a CD ROM rather than receiving an error message he will find on the CD a series of programs, one per track Double clicking on a program plays the chosen audio track no other software or player is necessary!

With CD ROM drives that support the feature audio tracks also show up as wave (WAV) files which can be copied to the hard drive by a simple Drag&Drop operation on the desktop Of course CD player programs will also still work as normal

Aside from those outstanding features Spin! functions like any other CD ROM driver Spin! is available in two versions to suit either MINT or MagiC and installation under MiNT is as simple as copying SPIN.XFS to the the MINT folder If MetaDOS is not already installed it must also be copied to the AUTO folder and the CONFIG SYS file has to be edited to reflect the correct configuration A compact version of MetaDOS called MetaXBS is supplied with Spin! and this contains all the features needed to use Spin! with the other files removed Although this article is based on the MiNT version of Spin! the Mag C version functions in much the same way ○

SPIN!!

Author
Julian F Reschke
Email jr@ms maus de
http //www muenster de [illegible]
ftp //ftp uni muenster de [illegible]
Utilities/spin034 las

Status
Freeware

Requires
CD ROM any Atari MiNT or Mag C

Pros
Supports wide range of CD filesystems including ones with long filenames easy to access audio CDs free

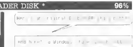
Cons
Not as easy to install as commercial alternatives

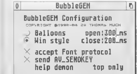
95%

BubbleGEM Release 07e * ON READER DISK * 96%

Utility Freeware all Ataris
Author Thomas Much
Thomas.Much@stud uni karlsruhe de
http //www uni karlsruhe de/
~Thomas Much/nbp html
http / holfart home pages de/

READER DISK *
ATARI





BubbleGEM

BubbleGEM Configuration

COPYRIGHT ©1995-98 20 THOMAS MUCH

○ Balloons open:300 ms
● Win style close:200 ms

☒ accept Font protocol
☒ send AV_SENDKEY
help demon top only

BubbleGEM adds cute speech bubbles to supporting applications designed to make their user interface as easy as possible for newcomers to find their way around BubbleGEM offers Atarians functionality similar to utilities built into Windows 95 and the Mac OS

In order to display bubbles BubbleGEM must run in parallel (be memory resident) to the application calling the bubbles Under a multitasking OS most people run BubbleGEM from their auto starting apps folder which means it is always available Single-TOS users can rename BUBBLE APP to BUBBLE.ACC and run it as a desktop accessory

We included BubbleGEM Release 02e on the AC#5 Reader Disk but since then there have been five German releases This is the first updated English release and BubbleGEM has come a long way here's a rundown of the major changes

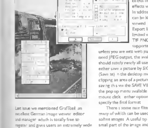
- Release 03 Support for other font added and the ability to copy the bubble contents to the Clipboard
- Release 04 Proportional font support
- Release 05 CPX first introduced A time delayed bubble display using an external Help Daemon utility added Windows style rectangular bubble option introduced
- Release 06 Support for non MagiC systems added External Help Daemon integrated into BubbleGEM

The ST Guide format hypertext includes full programming documentation which makes it relatively straightforward for programmers to add BubbleGEM support Now BubbleGEM supports all Atari systems and only occupies 20Kb of memory it s bound to attract wider support If you use any application which includes BubbleGEM help you might as well make BubbleGEM part of your default set up you can take that as a recommendation if you like!

Joe Connor

GrafTool v07.09.97 80%

Graphics, RegisterWare, all Ataris
Author Joergen van Bargen
Email Joergen_van_Bargen@hh maus de
http://ourworld compuserve com/
homepages/JJvB



Last issue we mentioned GrafTool an excellent German image viewer editor and manager which is totally free to register and gives users an extremely wide range of options to play with

The program loads graphics in a huge range of formats and it can load and play animation files in three formats Loading of the latest format JPEGs is not supported yet but you get an appropriate message in the useful log window to this effect and no ill effects were observed In addition GEM fonts can be loaded and viewed

Export from GrafTool is limited with only IMG TIF PNG GIF and PCX supported However unless you are into web publishing and need JPEG output, the available formats should satisfy nearly all users You can either save a picture by SICHERN ALS (Save as) in the desktop menu or by clipping an area of a picture and then saving this via the SAVE VIEW option in the pop up menu available via a right mouse click either option allows you to specify the final format

There s some nice filters included many of which can be used to sharpen or soften images A useful tip is to select a small part of the image and experiment on that the results are displayed in a new window and your original image remains unchanged When you are happy with the result simply select the whole image for treatment

The COLORS option from the desktop menu displays a palette of the currently available colours Clicking on any colour box results in that colour flashing wherever it is in a picture for as long as you hold the left button down

The useful KONVERT option available from the pop up menu can be used to convert graphics from one resolution to another but it also allows you via the METHODS selection box to specify the dither pattern and colour palette

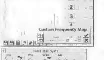
Printing out from GrafTool is easy if you have GDOS SpeedoGDOS or NVDI installed the program will pick this up The printing options available are extensive providing full control over the size of the image to be printed position of the page raster setting and so on

This is an excellent graphic utility which although presently only available in the German language is very easy to use gives an amazing range of options and considering the free registration has to be worth a download or a trip to a PD/Shareware library!

Mike Kerslake

Electronic Cow

Freisian splattered audio and MIDI software

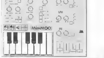


Scribble Synth

Software based additive synthesizer

- 10Hz to 10KHz sine wave oscillators each with independent envelope shapes
- Up to twenty user definable frequency bands per time slice
- Up to five variable length time slices for amplitude envelope shaping
- Variable sampling rates for sound generation (8KHz to 50KHz)
- Saves sounds in AVR AIFF and SPL (raw data) formats in 8 or 16 bit
- MIDI sample dump (for MSDS-compatible and Akai S900/S950 samplers)
- Auto optimise and Custom Frequency Mapping tools

£16

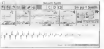


Sound Chip Synth

FM sound chip synthesizer

- Square wave oscillator (30Hz to 125KHz) with two sub-oscillators
- Noise generator (4KHz to 125KHz) mappable to any oscillator
- Oscillator volume detuning pulse effector and octave shift controls
- Amplitude and low frequency oscillation with depth rate and shape controls
- Four pole envelope generator mappable to amplitude and/or pitch
- Saves sounds in AVR AIFF and SPL (raw data) formats in 8 or 16 bit
- Real time MIDI control with portamento and omni on/off mode support

£10

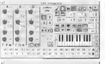


Snippit Synth

Software based granular synthesizer

- 20Hz to 20KHz oscillator frequency bandwidth with polarity settings
- Five different grain types (square sine triangle sawtooth and custom)
- Five different amplitude envelope shapes with realtive gain setting
- Variable sampling rates for sound generation (12KHz to 50KHz)
- Saves sounds in AVR AIFF and SPL (raw data) formats in 8 or 16 bit
- MIDI sample dump (for MSDS compatible and Akai S900/S950 samplers)
- Sample auto optimise distortion limiter and auto crop tools

£16

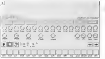


MIDI Arpeggiator

Analogue-style sequencer

- Two sixty four step tracks divided into four arrangeable patterns
- Built in three channel MIDI mixer with two user-programmable auxiliaries
- Program change volume pan and MIDI channel settings for each track
- Auto pan track muting and left and right markers for looping sections
- Lots of play modes forwards backwards ping pong random and chord
- Auto harmony part with four algorithms
- Export single patterns or entire performances as type 0 or 1 MIDI files

£15



EC-909

Analogue drum machine for the STE/TT and Falcon

- Sixteen original Roland TR-909 drum sounds with synthesis controls
- Real time pattern editing including an undo feature
- Drum pad and pattern triggering via an external MIDI device
- Saves drum loops as AVR/AIFF format samples (8/16 bit in mono/stereo)
- Exports patterns as type 1 standard MIDI files too!
- Replace existing drum kit with your own sounds using Candi Kit (supplied)

£25

All Electronic Cow software is packaged in a CD jewel case with an eight page booklet and ST Guide help. Prices include P&P at £2 (UK)
Upgrades are free to registered users. If you'd like to upgrade your existing version please send your master disk with an SAE to Electronic Cow
All software listed requires 1Mb memory and a 640x400 display. For more information on these and forthcoming releases please visit our web page or contact
Electronic Cow 350 Broadwater Crescent Stevenage Hertfordshire SG2 8EZ UK **Telephone** 0411 544 133
WWW http://dspace.dial.pipex.com/electronic.cow/cownet.shtml **Email** electronic.cow@dial.pipex.com

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Tel (816) 833 4738

Germany
Falke Verlag
Moorblöcken 7
24149 Kiel
Tel (0431) 27 365

The Atari A to Z book

91%

Shareware, any machine
Author Mark Barnes, Linnhe Computing
Email msbaines@cix co uk
http //www stsd demon co uk/linnhe html

Over the years there have been a few must buy Atari books Your Second Manual written by Andreas Ramos published by the FaST Club was the first followed by The Calamus Guide to Desktop Publishing published by Ditek In 1995 I raided my piggy bank and bought one of the first copies of Mark s A to Z and it s still in regular use today

A to Z was written with all Atari users in mind with simple definitions beginners can understand alongside invaluable technical data of interest to experienced enthusiasts

With the original 340 page A5 comb bound book out of print Mark has decided to release it in ASCII format as Shareware which is feasible because there are only two illustrations to worry about

The ASCII version comprises the converted Protext files used for the fifth and final printing with a some minor changes updates and revisions There s a separate file for each letter of the alphabet two illustrations in IMG format and files covering the title preface intro and appendix pages Although the pages are not completely up to date in a few areas the 2 239 entries 101 tables and 128 000 words still represents the most comprehensive English language reference work available for the Atari platform

In case you re wondering Mark did consider releasing A to Z in ST Guide hypertext format but this would have involved many extra hours of work Following a discussion on CIX Mark offered us a choice between an immediate ASCII release or just the possibility of hypertext version sometime in the future so we opted for the ASCII release now!

When asked if owners of the printed book are allowed to use the ASCII version without paying the Shareware fee Mark replied

I ve thought about this situation and as the text files are so much more versatile as I m only asking for a fiver and as the book wasn t that expensive to start with I decided no Sorry After all you wouldn t expect a free video after having read the book of the film)

At just five pounds A to Z represents excellent value for money and comes recommended

Joe Connor

Probe House Player v4.5 - 80%

Sample players

It must be the season for sample players we re almost spoilt for choice The development path for these utilities is highly predictable an OS tweak here or some bouncing bar VU meters there Shiuming Lai reports on two which have come up with a new spin

Probe House Player v4 5 - 80%
Music/Utility, Freeware,
STe/TT/Falcon or DMA sound support
Author William Wong
Email wongck@letterbox com
http //www geocities com/SiliconValley/
6880/phsw html

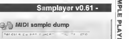
▲ PH Player s versatility is disguised by its enigmatic front end

Since we looked at PH Player v4 2 in AC#7 this release now plays MIDI music files (that s right!) using the STe/TT or Falcon DMA sound and an instrument sample patch library The output quality is fairly fuzzy which perfectly complements the example tune a cheerful piano ditty and the overall effect wouldn t be out of place in an early black and white comedy film pure eccentricity! It certainly can t match MIDPLAY in this area but it doesn t purport to the deal is a flexible sample player for all DMA sound machines in a small package

Shiuming Lai

Samplayer v0.61 -

Samplayer v0 61 75%
Music/Utility, Freeware
Author Electronic Cow
Email electronic_cow@dial pipex.com
http //dspace pipex com/electronic_cow/
cownet shtml



▲ This looks familiar

The second offering is from Electronic Cow Samplayer v0 61 Looking much like and sharing more or less the same functionality as the sample window in Snippit Synth you re more likely to use this one for the MIDI sample dump than its sample playing ability There s a single play button and that s it for the playback! Stereo or mono *.AVR files are supported here with 16 bit for Falcons I experienced a few screen redraw problems (as with PH) but nothing fatal

Shiuming Lai

◀ Definitely no frills!

The writes and wrongs

Some pointers to good DTP design from David Encill...

Following last months introductory article dealing with the basics of DTP the more complex and sometimes contentious issues of DTP design are explored, Font styles and sizes line spacing and justification

But what makes a good document? The best answer is to take a look at any advert in a magazine and ask yourself what is right (or wrong) with it.

Choosing a font

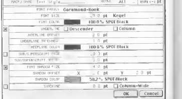
The most common mistake for DTP beginners is to make is using ornate fonts for the headline and sometimes even over-elaborate fonts within body text. Using an Old English or Script font is all very well for Birthday or Wedding invitations but can be completely out of place in virtually any other document. If a heavily styled font is being used then do so sparingly!

It is just as important not to use several different font styles in the same document although an exception is using a condensed or italicised version of an existing font for image captions, footnotes or using italics for emphasis.

One feature employed by DAs Layout is the use of separate Macro Lists to control the attributes of paragraph and font styles. Every style used in the document can now be defined individually and changing between the various styles can be implemented very easily. Alternatively, changing an existing Macro will alter every occurrence in the document globally.

The general guidelines for font usage (and they [illegible] cast in stone) is [illegible] (e.g. Swiss Futura) for headline and sub-headers with serif (e.g. Times Garamond) for the body text. But even these rules can be broken to a certain degree. The font used in this body text for instance is sans serif although its design does follow that of a serif font. Sometimes a logo design will use a serif font and can dictate the font required for accompanying sub-headers. Ultimately the choice of font depends much on the designer but it is worth remembering that serif fonts are more readable with high concentrations of text.

The size of fonts is purely arbitrary and can depend much on the document being created. Generally an A5 manual (each page 148.5mm wide by 210mm tall) would have a header font no larger than 24pt with sub-header fonts decreasing in size for each sub-division of the chapter. Body text no larger than 10pt is also advised. Brochures and adverts would generally have 10pt body text but depends on how much text is being inserted. Increasing the line spacing and font size can produce good results.



Modify Text Style (Macro)

MACRO NAME Text Style HOTKEY ALT mm <-> pt

	FONT FAMILY	Garamond-Book
	FONT SIZE	10.0 pt Kegel
	FONT COLOR	100.0% SPOT Black
☒	UNDERLINE	☐ Descender ☐ Column
	UNDERLINE OFFSET	2.0 pt
	UNDERLINE THICKNESS	1.0 pt
	KEEPLINE COLOR	100.0% SPOT Black
☐	SUB/SUPERSCRIPT SIZE	10.0 pt
	SUB/SUPERSCRIPT OFFSET	3.0 pt
☒	FONT SHADOW SIZE	4.0 pt
	SHADOW OFFSET	X 1.0 pt Y 2.0 pt
	SHADOW COLOR	50.2% SPOT Black
☐	TRACKING	0.0 pt ☐ Column-Wide

Above The Style Macro dialogue with the parameters used to create this word...

Style

Left Macro management for paragraphs and font styles

The headline itself could be quite massive – the DAs Layout logo (actually a vector object) that we have used in past adverts is approximately 120pt for example.

Although a heavy bold headline has considerable impact nowadays there is a trend towards using skinny sans serif fonts of variable sizes such as Avant Garde but this concept has to be used with care otherwise the headline can be lost amongst the body text. This page is typical of the need for a bold headline.

Whichever font styles and point sizes you eventually choose try to remain consistent—there is nothing worse than having a gaggle of different fonts and sizes on one page!

Fall into line, please

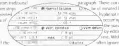
Line spacing is the distance between lines of text. Most applications would use single line spacing although nice effects can be produced by increasing the line spacing quite dramatically with adverts being a good example of this.

One exception for using increased line spacing with body text is when writing manuscripts which require proof-reading. In this instance one and a half line or double-line spacing is advisable to allow comments and corrections to be inserted.

Line spacing can be used to stretch

each line of text fractionally to fit the desired space. DA's Layout includes a Vertical Justification feature which eliminates all the hard work of aligning the bottom line of text in adjacent columns.

An associated feature to line spacing is leading (pronounced 'ledding'). The name derives from traditional typography when strips of lead were inserted to pad out lines of text. Normally measured in point sizes the general rule is if the lines of text in a column are more than 15 words increase the leading by between 2 to 4pt.



Above Line Height—an equivalent term for leading

Can you justify this?

The justification of documents is purely a matter of personal taste. Personally I avoid using full justification (where lines of text are forced to the column edges) as this can lead to unacceptable gaps between individual words on narrow columns, although having an even rag is just as desirable. Using hyphenation to break words can overcome this, so it is well worth experimenting with the various means of justification to see what the overall effect can achieve on different column widths.

The ability to micro-space characters by manually adjusting the kerning (space between characters) is another feature of DA's Layout which can help to eliminate such occurrences. To use micro-spacing hold down the [Ctrl] key and use the right and left arrow cursor keys.

Unlike fonts, mixed justification styles can work—sometimes. While mixed justification may not work with body text on adjacent columns, one design method which can be used successfully is opposing columns having opposite justification. Confused? Basically this means having two columns side-by-side with an even gutter (space between columns) so the justification is ragged on the outside.

One consequence of narrow columns is the possible introduction of widows and orphans. A widow is where a word is left on a line by itself at the end of a paragraph. These can normally be eliminated by hyphenating words occurring earlier in the paragraph or by editing the text. Widows are often ignored in magazine or newspapers (you will see a few in this article!) but should be avoided in documents where text stretches across the entire page. An orphan is where the last line from a paragraph is situated at the top of a page or column. Avoid these at all costs!

Adding images

Including images into a document serves many purposes. They can break up a long passages of text, add a more dynamic feel to the page, and the old saying a picture paints a thousand words is very apt—you wouldn't describe a dialogue box would you?

When incorporating images into a page which uses columns of text, don't always size the image to fit the width of the column. Sometimes the overall feel of the document can be enhanced by images that overlap columns causing the text to be wrapped around them. With regard to the placement of images, try to space these evenly so they are not crowded together and there is adequate room for the text to flow around them.

Screenshots should be used so any text within them is roughly the same size, although this is sometimes not possible when a complete Desktop is being displayed, but overlapping a text column proves useful in this instance.

OH, DASH IT ALL!

You may have seen the use of different types of hyphen. Three dashes can be used depending on the purpose.

Hyphen: Uses the minus (-) sign to break up single words.

En dash: A slightly longer hyphen which normally replaces the word to as in pages 17–25.

Em dash: The longest dash—used to set off a parenthetical phrase. On a typewriter this is represented by two hyphens. DA's Layout uses the same principle but automatically joins them.

Pulling a Quote from the bag

Cross Headings or Pull Quotes are a useful way to break up a long lines of text and add more flair to a document. As in the example used on this page, the previous sentence was used with slight editing. In some cases you may prefer to encapsulate the quote with quotation marks—this is entirely optional. Pull Quotes are particularly useful when images are sparse and to a certain extent can be classified as replacement images.

Pull Quotes are useful to break up long lines of text and add more flair to the document

Pull Quotes normally use a heavier and larger font than body text and a certain amount of white space does add impact. Alternatively using heavy lines above and/or below the Pull Quote (as in this magazine) can be used for emphasis, although an outline border does not normally work well.

In the same way that images don't necessarily have to be sized to a column width, Pull Quotes can be treated in exactly the same manner, so experiment with various widths.

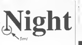
Next month a sample advert will be demonstrated. This will use various techniques already discussed in this and the previous article.

Coming back to the explanation of Vertical Justification of columns, the dotted line drawn here points to this feature in action.

SERIF VERSUS SANS SERIF

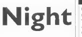
Serif

Generally for use with large concentrations of text by being more readable and identifiable due to the shape. The serif of any font is where the tail of a character is tapered.



Sans serif

Ideal for banner headlines or sub-headers. The word sans derives from the French 'Without', therefore a sans serif font is literally 'Without serif'!



DA'S LAYOUT V6.1

If you have any queries feel free to contact me: David Encill

TITANWEB@compuserve.com

A complete demo (including the PlugIn modules) is freely downloadable from our web site – see back cover for URL.

The Alternative Party

Richard Spowart reports from this unusual Atari event –

Held from the 10th to the 12th of April 1998 (Easter weekend) in the city of Turku on the east coast of Finland the Alternative Party was probably one of the best coding parties for the Atari scene so far

Why the name Alternative Party? For some time now most coding parties have been dominated by people owning high end PC s or Amigas which left minority platforms like ours without a look in With this in mind the organisers decided to ban from the competitions at least any PC above a 286 and any Amiga above the standard A500 machine that as readers will know was the main competitor for the ST back in the late eighties and early nineties

As we promised last issue the Maggie pages include coverage of the enjoyable experience over in Finland known as the Alternative Party

Party time programming antics by the ubiquitous Reservoir Gods resulted in a new game which was written during the the party itself Get yourself a copy and treat yourself to some good old fashioned retro gaming action!

Normal service or what passes for normal on these pages will resume next issue

Richard Spowart and Chris Holland The Maggie Team,
http / www users zetnet co uk/maggie/index htm

With the high end machines banned from entering the competitions this cleared the way for people with an interest in older machines to make some headway

Apart from people from the Atari scene who were the best represented platform other people brought a variety of machines some I haven t seen in the UK for many years A couple of these veteran machines were connected up to relatively new peripherals such as zip drives including an MSX machine It just goes to show there s more to life than PC and Mac hardware!

The party was hosted by members from the Aggression demo crew who produced one of the classic ST demos called Brain Damage There was a large Swedish contingent at the party consisting mainly of members of Dead Hackers Society one of the best Atari demo crews They are still supporting the Falcon to some degree and made some good entries in the demo competition Daniel from New Beat Development was also there and he showed us the latest developments to Willie s Adventures It was great to see the game looks almost ready with just a few minor improvements remaining to be completed before release

The English contingent consisted of myself Chris Holland (CiH) Leon O Reilly (Mr Pink/Reservoir Gods) Kev Dempsey (sh3/Reservoir Gods) and Neil Jones Rodway (Arnel)

We also met up with Martin Eric Racine, better known as Q Funk on IRC #Atari who had flown over from Canada for the party Chris and I met him on the flight from England Q Funk unfortunately had a slight problem with his luggage on arrival at Helsinki thanks to bods at Heathrow not being on the ball his luggage had to be delivered later on to Fishpool

People outside the demo scene may not recognise the name of Anders Eriksson but may well recognise him from his IRC name as Evl of the Dead Hackers Society Chris and I were both looking forward to meeting him for the first time because he has done a lot for Maggie over the last year or so

Another coder from the same group known as Loke on IRC was also there and he was very pleased to see us There might well be an appearance from some of the Swedish contingent at the next Atari show whenever that is organised in the UK One thing we soon realised was Swedish coders are generally a lot taller than ourselves!

One guy was there with a Hades machine whilst I personally didn t get to see much on it from what I heard the owner did have some impressive stuff to show off

As is usual with coding parties of this nature there were some competitions The first of these was for ASCII art which ranged from the impressive to the downright bizarre After a long wait there were also some music competitions Later on during the party the main part of the competitions were shown which included several new intros and demos for the Falcon The Senior Dads had sent in some entries but it was a shame none of the crew could make it but as they said maybe next time

There was also a prize given for the most obsolete machine at the party which was won by a machine built in the late

1960s early 1970s Th s consisted of two circuit boards and an LED output and won the prize comfortably let s hope Atari machines never win this accolade!

Some visitors brought in a big pile of classic hardware which was placed on a table and used in the demo competitions Hardware such as the Aquarius ZX81 Spectravideo Atari 2600 console and one or two other unknown machines was viewed with a lot of interest by people at the party The only thing that was reasonably up-to date on th s particular table was a Playstation !!

One user who was heavily into the MSX scene had customised his machine in a number of ways He had fitted an internal hard disk and connected an external SCSI Zip drive!

It just goes to show that, with a little ingenuity it s possible to connect up the latest hardware to obsolete machines I chatted to the machine s owner who told me that he had made up the lead to connect the Zip h mself and hadn t had too much difficulty finding the parts which was nice to hear

Although the Atari scene was the largest contingent the general level of interaction between the scenes proved no matter what machines people own impressive programming can still be produced

Amazingly the winner of the demo competition wrote an intro on an unexpanded Commodore Vic 20 This was very impressive viewed on the big screen and all the more impressive considering just how old the the Vic 20 is compared to the other platforms!

In general the party was very well organised by the members from Aggression and IRC #Atari Setok (Kristoffer Lawson) Partycle WizTom and Lance It was also great to meet the Swedish people as well and a big Hi! goes out from the Reservoir Gods and the Maggie Team to Anders Eriksson (Evl) Baggio Luke and everyone else who attended not forgetting the person who travelled probably the furthest distance to get to the party Q Funk!

Richard Spowart

78%

Entertainment

Freeware

Falcon only

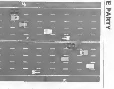
Author Reservoir Gods

http //www acs bolten ac uk/~magicss/ nssen htm

In keeping with our Alternative Party dedicated theme for this issue we bring you a review of a game that was actually written in situ at the party itself!

Bugger! is actually a thoroughly updated treatment of the classic Frogger game. It was the guest appearance of the Atari VCS console version of this crusty but still addictive game on the big screen at the party that led directly to the Reservoir Gods deciding to do their own version

Everything was sacrificed in the mad rush to produce this game sleep food (apart from the odd Hesburger) and even the steamy promise of a sauna was shunned by the dedicated team who barely looked up from their monitors whilst the deed was done

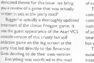


With Bugger! the basic game of Frogger is on offer that is to get the frog across the road and to avoid being squished by the oncoming traffic all ten lanes of it As with many other Reservoir Gods games there is more to it than just a simple game as a whole range of configurable options lurk nearby

There can be up to six players any combination of human or computer control the game can be won with the number of frogs safely across the road out of so many or with the guillotine of a timer to intervene Gameplay is simple but very "moreish" for just that final turn

The sound and graphics have been suitably updated with the TruColor treatment handed out to the otherwise basic frog and car sprites but the Falcon really shows its distinctiveness with the comedy samples and DSP powered soundtrack As with all Reservoir Gods productions the very high standard of polish is apparent even more incredible considering the fact that the main part of the game was produced over two very hectic and noise-filled days at the party We re not quite sure how Bugger! got its name from the Reservoir Gods I can however confirm that the choice of name was nothing to do with certain words that were thrown around by them when something failed to work as planned the first time around!

Richard Spowart



Now why not check out the Maggie home pages at...

http://www.users.zetnet.co.uk/
maggie/index.htm

Q&A

"We always have more answers than questions"

SLM605

Q I have a Mega/STe and a SLM605 laser printer with SLMC804 laser controller which I use to run Calamus 1.09n. If the laser printer is switched off but connected to the Atari my machine acts very strangely when the Atari hard disk driver is booted off my 40Mb internal hard disk. It seems to think it has additional drives attached and normally ends up bombing out or presenting a desktop with no drive icons. When I am not using my laser I have to pull the DMA cable out of the back of the Mega STe which is a pain and is not doing the connections any good. Both the Mega STe and laser work perfectly otherwise. Do ACSI devices have to be terminated like ordinary SCSI devices? I don't want to keep my laser switched on all the time. Is this problem related to the SLM605 laser? There seems to be very few of them about. I have only seen one other guy has got one and he has exactly the same problem as me.

I would also like to see a general article about current hard disk models. I am going to get a 1Gb unit to replace my 40Mb Quantum drive. I bought a used IBM 1Gb drive but could not get to work despite three other members of the Wessex Atari User Group having a play around with the original Atari HD software and ICD software (thanks anyway guys). I have also been told the Quantum Fireball SCSI drives don't like Ataris although I have heard of one guy with an STe with a 9Gb drive. It would interesting to know if Ataris can use some of latest drives being released this year which are supposed to run up to 6Gb with IDE and 23Gb on SCSI! Sounds great if you want to run a BBS, burn some writeable CDs and do some direct to disk recording all at once!

John Hayward, Portsmouth

A If the SLM Laser printer and controller are connected to the ASCI connector they must be powered up otherwise you will experience the symptoms you report. There used to be a hardware widget which got around this problem but I haven't seen one for a few years. The simplest solution, which minimises wasted power consumption and keeps the laser printer quiet, is to open the rear flap just enough to trip the sensor. If necessary use something to wedge it open in that position. To use the printer simply shut the flap and the printer resets itself ready for use – crude but effective!

Almost any SCSI hard drive mechanism can be persuaded to work with Atari hardware given the right combination of termination and software, which usually means using HD Driver software – refer to the SCSI Masterclass Q&A item in AC#5 for more details. IDE mechanisms can also be connected by fitting one of the TUS IDEal interface boards.

Joe Connor

WWW & CAB 2.5

Q I'm running this combination on my TT fitted with Matgraph Coco Card and NVDI. I have recently experienced occasional problems trying to access links or back/forward page resulting in system locks with the error message Runtime error and what looks like a line of program code. Also when on Teletext Website error messages: Too many fonts and on another website error message: Too many frames. Is there any way of saving HTML pages as ASCII text pages, or do I print them out then run the printout through a scanner and OCR them?

Nick Ashby via Email

A The numbers following the Runtime error message relates to a Pure Pascal error code. For example, the most common error is Runtime error #163, which means bus error – a crash to you and me. The problem could lie with CAB, CAB.OVL or STiNG so they're not much help to the end user. It's probably worth trying a different CAB.OVL file because there are so many different releases.

You certainly don't have to print out HTML documents then OCR them to get at the ASCII! In the Options/General CAB dialog you can set up a mouse button combination to call up a pop-up menu which includes the option to save the source code of the HTML file. You can now load this file into Everest, or other text editor, and do a Search/Replace with leaving the Replace field blank which removes all the HTML tags leaving mostly ASCII. There are also various stand alone utilities to convert HMTL documents to ASCII which work with varying degrees of success including:

- Egale: the latest version includes an HTML to ASCII converter
- HTML Help: programmed by Matthias Jaap, which offers lots of options
- HTML2ASC: a no frills TOS based utility

A CAB module to convert HTML source to pure ASCII would be useful.

Joe Connor/Alexander Clauss/ Oliver Broadway/Chris Good

SCSI dump

Q In the Digital audio article in AC#9 Shiuming Lai suggests using ExtenDOS Pro on a Falcon to SCSI dump data from a CD-ROM to bypass the degradation which occurs traversing the analogue/digital boundary and would like confirmation this is also possible on ST/STe machines?

Paul Keating, via the message service

A Yes, you can use SCSI dump on ST/STe machines: it's a simple data transfer operation which is nothing unusual in a computer system. ExtenDOS has included this feature for a number of years now, the Pro version should meet your requirements, otherwise check out the press release of the latest update ExtenDOS Gold.

If you're using the ST as a sound source (running a sample sequencer, perhaps) then you're restricted to 8 bit resolution. The benefit of dumping from CD would be offset by having to downsize the resolution as well as convert the sampling rate (if you're bothered about maintaining the speed), although it'll still outstrip sampling in 8 bit, so you might want to

AC#9 BUG REPORT

Digital audio errata

The S/N figures for the STe and Falcon given last issue were only based on theoretical calculations, which (as explained in the article) don't correspond exactly to real life. Lab tests have shown factory fitted Falcon CODECs are of wildly varying quality averaging an output S/N of about 80dB. Please accept my personal apologies for these errors.

Shiuming Lai

Secure

On page 35 in AC#9 it is mentioned CAB doesn't support secure transactions yet I've been using this feature for a while now so that must be wrong!

Mario Becroft

consider the Replay 16 sampler This gives 16-bit monophonic I/O capability for applications with a Replay 16 option

If however you are using the ST simply as an editor or processor and intend to upload the data to a MIDI sampler or other professional device (see the sample player reviews in the PD/Shareware pages) you can opt for the full digital solution a CD ROM drive This will also give you convenient access to lots of software including Floppyshop s music utilities compilation You may need to use one of the current SCSI host adapters because many of the older models don t transmit the control signals required for SCSI dump

Shuming Lai

SIMMs explained

Q First of all I must congratulate you on your continued support of the Atari platform and long may it continue I also read with great interest the Atari Computing Convention this coming November which I plan to attend I am writing to ask a couple of questions concerning SIMMs

1) Apart from price is there any difference between 3 and 9 chip SIMMs (performance etc) My STe currently contains two of each and seems happy

2) It has recently come to my attention that it is possible to buy 4Mb 30 pin SIMMs. Would it be possible to install four of these in my machine to give me 16Mb? If not why not?

Peter Bray Ashby-De La-Zouch

A Thanks for the encouragement see you in November!

1) I m not aware of a price or performance differential between SIMMs equipped with three or nine chips most will work fine in your STe The only issues to be aware of concerning SIMMs are

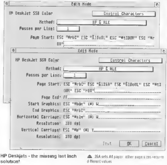
a) Parity or non parity SIMMs are available and both work fine in ST machines (it s an issue on other platforms)

b) SIMMs have different speed ratings most 1Mb 30 pin SIMMs will have a speed somewhere between 150ns (nanoseconds) and 70ns and these should work in any combination in ST machines (again it s only an issue on other platforms)

2) It s not possible to use 4Mb SIMMs in place of 1Mb SIMMs because the memory management unit used in the STe although redesigned from the one in the STFM still only had 10 address lines The number of address lines dictates how many memory locations can be accessed so because there are only 10 lines only a maximum of 4Mb can be addressed

Joe Connor/Mark Wherry

TOP TIP!



HP DeskJet 550 Color
Control Characters
Method: HP & RLE
Passes per Line: 1
Page Start: ESC "*rbC" ESC "&10uOL" ESC "*t300R" ESC "*r0A"

HP DeskJet 550 Color
Control Characters
Method: HP & RLE
Passes per Line: 1
Page Start: ESC "*rbC" ESC "&126A" ESC "&10uOL" ESC "*t300R" ESC "r0A"
Page End: FF
Start Graphics: ESC "*b0m" (#) W
End Graphics: ESC "*rbC"
Horizontal Carriage: ESC "*b2m" (#) W
Resolution: 300 dpi
Vertical Carriage: ESC "*b" (#) Y
Resolution: 300 dpi

HP Deskjets - the missing last inch solution!

▲ 26A sets A4 paper other page sizes require different values

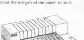
Rod Jenkins reports

In Atari Computing #8 Les Charles mentioned the age old problem with HP Deskjets not being able to print the last couple of lines at the bottom of a page" Courtesy of Wilfred Behne of Behne & Behne Systemsoftware in Germany there is a solution for NVDI users at least.

NVDI is supplied with a utility called MAKEPRN This program allows the user to set the margins of the paper or so it appears but Wilfried explained MAKEPRN does not change the margins it describes the physical margins of your printer

What you have to do is to insert the control code which sets the printer for the page size you are using after ESC *rbC and the problem is fixed!

To do this run MAKEPRN select the HP 550C driver then in the Control Characters page edit the Page start line as shown in the screenshot above



ON READER DISK

Using this information it should be possible To adjust other editable printer drivers For more details along with a table of codes for other page sizes plus details and tips for colour printing check out the illustrated HTML format article on the Reader Disk

GOT A PROBLEM?

Tearing your hair out?

We have access to experts who can solve almost any Atari related question you care to throw at them Unfortunately we cannot enter into personal correspondence but we will do our best to help you through the magazine

"Atari Computing Q&A"
65 Mill Road Colchester, Essex, CO4 5LJ, England
Email editor@ataricomputing com

Surplus Items Offered for Sale in First Class Condition

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Power Drive Second floppy disk drive £15

Tatung Hi Res Monitor Model MM 14sae £30

Mini S Hard Disk 270 Mb (Quantum Maverick drive) complete with ICD Link 2 V6 5 5 and full software (Presently partitioned and holding 19Mb PD software GDOS Fonts and Assign Sys) First used 1996 no faults inclusive £95

SOFTWARE

Kobold V2 1 £6 Ease Desktop V4 £15 NVDI V2 5 £8 Easy Text Pro £6 That s Write1 51 £10 Harlekin 2 06 £6 Textstyle 1 01 £4 UVKiller v8 £4 Image Copy 1 53 £3 Steinberg Pro 24 III Boxed as new never used! £10

BOOKS/DISKS

ST Club Users Guide to First Word ring bound 120 page manual together with First Word Plus disks £3 Your Second Manual to the Atari ST (Andreas Ramos) together with boxed set of 12 related PD disks £4 The Best of ST FORMAT 184 page general guide together with set of 4 related PD disks £3

MAGAZINES/DISKS

Offers invited for the following Atari World all issues (11) 21 disks inc set of 8 Time Works ST Format issues 54 to 84 58 Mag and Subscriber disks ST Review issues 27 to 35 17 disks 21 purchased disks of selected PD software The file contents of all the above disks are listed grouped and described on an available STCAT catalogue disk

DELIVERY

All items will be sent by letter post or Parcel Force as appropriate at cost, unless mutually convenient alternative can be established

PLEASE CONTACT

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Commercial Products (Positive Image DTP+Graph
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Internet File Archive Files for free download via W
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http //www cyberstrider org

Hardware and Software for Sale

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Falcon UK keyboard plus plastic top and internal shielding in excellent condition **Box of Bits** useful for spares including floppy drives DMA cables connectors and even a working **Pace 2 400 modem** which could form a nice project box! The cables alone are worth a few quid! **Forget Me Clock II** and software The whole lot for **£25 00!**

SUPER SOFTWARE!

Falcon **AudioTracker** Direct to Disk recording software which is currently retailing at £150 My copy is unused due to severe lack of time but is a really excellent piece of kit! I ll accept offers in the region of £75 plus insured postage Falcon **APEX INTRO** art software **£15 00**

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BOOKS

Falcon manual (One spare copy) **ST Basic Source** book

DELIVERY

All items can be sent by normal post or by ParcelForce at cost or can be collected in person from Sheffield

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Mike Kerslake
Email publish@cix co uk
Tel 0114 281 8940 (any reasonable time)

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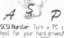

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